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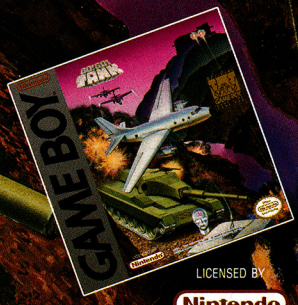

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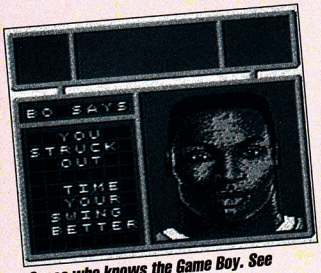

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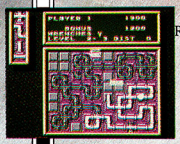

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Good Things Come in Small Packages

By the GamePros

The world of video games is growing – smaller. Handheld systems, led by the Nintendo Game Boy, the Atari Lynx, the Sega Game Gear, and the NEC TurboExpress, are booming! Now buying decisions are even more difficult than before, but that's good news for us gamers who like tough challenges anyway.

If you already own a handheld, congratulations on making a commitment. You know there are great games out there. Just turn the pages to find out about more. If you're contemplating a purchase, here are some questions to keep in mind before we dazzle you with info.

Are handheld systems better than regular-size systems?

The answer is obvious. No, they're just smaller. But they're definitely hot gaming systems in their own right, with fascinating, unique games.

Should I buy a color handheld or Nintendo's monochrome Game Boy?

If you think you can't beat color, think again. In the numbers game, it's no contest – according to Nintendo's 1990 figures, there are 4 million Game Boys out there and 60 software titles. They predict cart sales to reach 20 million in 1991. Who's to argue? That makes the little Game Boy the Big Boy on the block. It's main asset is obvious before it even comes out of the box: Nintendo. That means heavyweight marketing, manufacturing muscle, and mucho games. Of course, the key drawback is black and white – as in its screen. Great black and white to be sure, but black and white.

If I go for color, do I go with Atari, NEC, or Sega?

That's a tough one! The Atari Lynx looks outrageously good, particularly at $99.95, a mere ten bucks more than the Game Boy. This is a great little color handheld, and innovative programming particularly for the Comlynx multi-player connector has produced some truly remarkable gameplay. The ongoing question is how many games will you be able to play and where can you buy them? The Lynx has been on the prowl for close to two years. To date there are 16 titles out there somewhere; Atari promises 16 more by the end of the year.

The Sega Game Gear is the latest, aspiring to be the greatest. It has similar qualities to the Lynx and a color TV option. But at $149 for the basic Game Gear is access to the potential Sega stable of games worth the extra $49? Could be, depending on how good the games are and how frequently they reach store shelves (see the above paragraph).

If you already own a TurboGrafx-16 and a library of TurboChips, the NEC TurboExpress is a good value even at $250. You don't have to buy into a separate line of cartridges, you get great color, you can play all your favorites, and you can turn it into a TV, too. However, TG-16 games aren't necessarily designed with a small screen in mind, so you might have to keep a sharp eye out for tiny adversaries, miniscule enemy shots, and little power-ups.

Just as small radios changed the way we listen to music and small TVs changed the way we watch the tube, small game systems (handhelds) have changed the way we play video games. They probably deserve their own monthly magazine. (Remember, you read it here first!) But until that happens here's GamePro's first handheld special. If you like this one, you can bet there'll be more to come.

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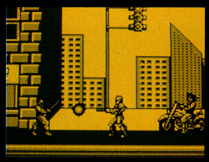

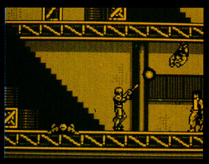

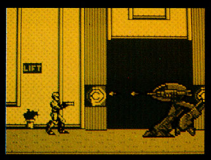

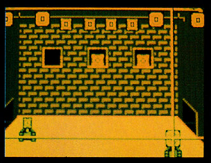

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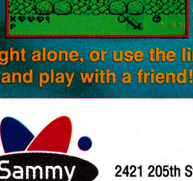

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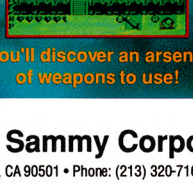

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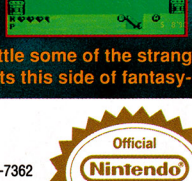

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GAMEPRO'S HANDHELD HARDWARE

By the Whizz

Let's Get Small

For the past year the petite Nintendo Game Boy has been the overwhelming choice for gamers looking for portable action. Well, things are no longer black and white. Color handheld units are out in force and the future looks bright!

GAME GEAR SEGA

Sega is literally "Gear-ing" up for handheld action; it's about to make the Game Gear color handheld a major part of its video game operations in the U.S.

The Game Gear is a re-tooled version of the Sega color handheld that's surfaced in Japan. Unlike the TurboExpress, it will be an independent system that is NOT compatible with either Sega Master System or Genesis games. According to Sega, shrinking games to fit a smaller format makes most onscreen information unreadable. However, the Game Gear will borrow game titles from its two popular siblings.

The Sega Game Gear gets its processing muscle primarily from a Z-80A processor much like the Sega Master System. It gets its juice from six AA batteries.

The Game Gear's a neat little rectangular package (8.1 inches long by 4.3 inches wide by 1.5 inches high) that features smooth, curved styling that keeps it in the same groove as the Genesis and the new SMS. The unit has a 3.2 inch backlit color LCD that displays 160 by 146 pixels in 32 on-screen colors from a palette of 4,096 colors.

The screen is mounted in the unit's center between the directional pad and the two fire/jump buttons. A tiny half-moon shaped start button sits above the buttons. A small speaker is mounted in the lower left hand corner. Although you can't carry it in your hip pocket, the GG is slim enough and light enough to fit comfortably in a fanny pack. A narrow slot at the top of the unit accommodates game carts, which are a slim 2.4 inches long by 2.7 inches wide by .3 inches high.

At press time, Sega was promising 20 Game Gear games for 1991 (ranging in price from $29.95 – $34.95), but eight

G-LOC

were playable, two were imminent, and the other ten were as yet unnamed. Sega fans (of both the Genesis and the SMS) ought to recognize Castle of Illusion Starring Mickey Mouse, Columns, Joe Montana Football, and

Columns

Super Monaco GP right off the bat. G-LOC, an intense aerial combat game from the arcades, will make its home debut via the GG. Action adventure buffs can tackle Dragon Crystal, Psychic World, and Revenge of Dracon. And talk about your miniature golf, how about Leader Board Golf for the GG.

Portability and playability seem to be Sega's goals for the Game Gear and the unit's options emphasize the point. You can purchase a regular AC adaptor to save your batteries, but you can also get an auto cigarette lighter plug and a rechargeable battery pack, too. If you think two Game Gears would be better than one, you can get a Gear-to-Gear cable for head-to-head competition.

When you want to give your thumbs and your eyes a break from gameplaying, plug in the television tuner and turn the GG into a color TV. This slim $99 option fits into the same slot that the games do to enable you to tune into VHF and UHF channels.

If sharp appearances were the only gauge, the Game Gear looks like a winner. But good looks can only carry you so far. The game lineup so far sounds solid, but as always gameplay will be the bottom line. Its $149 price tag positions it in between the TurboExpress and the new Atari Lynx so it will be interesting to see how the Game Gear blocks out some space for itself. Sega no doubt hopes good things will come in small packages.

Dragon Crystal

ATARI LYNX

The Atari Lynx is still on the prowl, but this time it's a little leaner and meaner. The new black cat is really a compact version of the original color handheld unit.

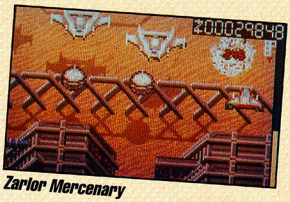
Ninja Gaiden

The reduced size makes it more comfortable to hold but it's operationally identical and software-compatible with the original system.

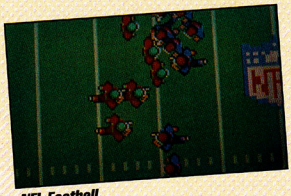
You get the same 3.5 backlit LCD screen, an eight-direction built-in joypad, volume and brightness controls, and a double row of fire buttons. The Lynx features a 16-bit graphics engine that can flip on-screen images 180 degrees for right- or left-handed play. A 32-bit audio processor enables the Lynx to blast out four-channel sound, but there's a mini-phono jack when you want to keep the noise to yourself.

For power, the unit sucks juice from six AA batteries, but you can also purchase an AC adaptor or a cigarette lighter adaptor.

Of course, the Lynx likes to party. One of the cool features is its Comlynx connection that opens up some great multi-person play. Theoretically, with slick programming up to 16 people can play one game.

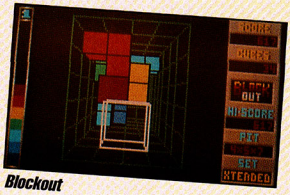


Zarlor Mercenary


NFL Football

So if the new Lynx is basically the same how come it's smaller? The engineers at Atari have come up with a way to fit the processing power of four graphics chips into one. Atari won't give away

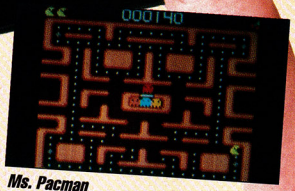
Pole Position



Blockout

Roadblasters

Rampage


Ms. Pacman

any trade secrets but essentially that means there's less hardware taking up less territory which makes for a slimmer cat all the way around.

With its sleek, new looks and equally trim pricetag ($99), the Lynx is looking hot. But the unit's gameplay was never in question, just the availability of games. Atari promises 16 new games for 1991: A.P.B., Blockout, Checkered Flag, Grid Runner, NFL Football, Ninja Gaiden, Scrapyard Dog, Tournament Cyberball 2072, Shanghai, Turbo Sub, Vindicators, Warbirds, World Class Soccer, and Xybots.

NEC TURBOEXPRESS

The TurboExpress enables you to play regular TurboGrafx TurboChip gamecards on the go (see The Cutting Edge, GamePro, August, 1990), and it can convert into a portable color TV! The $250 price tag is hefty, however, the Express delivers the goods.

The TurboExpress is 4.3 inches wide by 7.3 inches long by 1.8 inches thick, just slightly larger than the Game Boy. The sharp-looking black plastic resin case houses a 2.7 inch color, backlit LCD screen built by Epson. Below that are the standard controls, which duplicate the TG-16's right down to the variable turbo. Other controls include volume and brightness dials on the side of the unit. The Express also features a mini-phono plug and a comlink port for two person head-to-head gameplay.

Ninja Spirit

Naturally, the Express packs the same 8-bit NEC HuC6280 processor and the same 16-bit graphics processor as the TurboGrafx-16.

The TurboChips simply slide into a slot at the top of the unit. The shrinking

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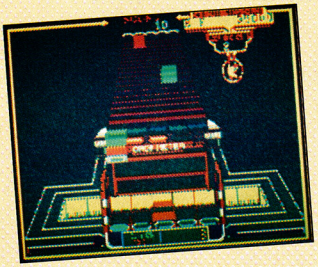
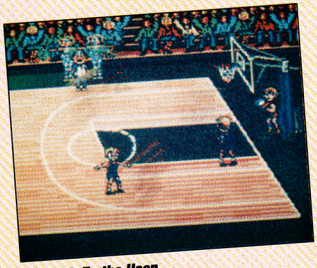
of full-size games to fit on the small screen doesn't diminish the impact of the color or intensify the overall difficulty of the game, however, you may have trouble quickly identifying dinky dangers. And forget about following game scores, lives,



Klax

Bonk's Adventure

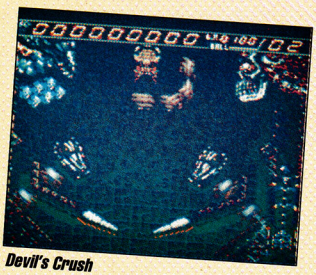


Takin' It To the Hoop

and other onscreen information in the heat of battle; it's too small. However, the backlit screen makes the onscreen action stand out in any lighting environment.

Six AA batteries power the Turbo Express for 3 hours, according to NEC. Power source options include an AC adaptor and an automobile cigarette lighter adaptor.

Need a break from the gameplaying? No problem. The optional $89 Tur-



Devil's Crush

boVision TV Tuner snaps on to the right side of the TE and turns it into a portable color set. Additionally, the tuner can function as a camcorder or a VCR monitor!

This is a great, although pricey, extra for TurboGrafx-16 fans.

Colorful Rumors

Atari, NEC, and Sega aren't the only companies dabbling in handheld video color. Word on the streets is that Nintendo nemesis Camerica (of Galoob Game Genie fame) is toying around with a Game Boy clone and a color handheld that plays regular NES carts. BDL Enterprises could be the behind the scenes developer. Gamate, a company owned by Taiwan-based Bit Corp., has a prototype color handheld in the works that will play its own games.

If you think smaller is better, you have a lot to forward to!

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Nobunaga's Ambition II®

In this enhanced sequel, test your mettle and your strength as you play a Daimyo warlord fighting for control of Japan! To assist you in your conquest, samurai will advise you and ninja assassins will try to disrupt your adversaries! In battle, lead your troops on a surprise night attack or force your enemy to retreat behind his castle walls! Warriors, weapons and the world are at your disposal, use them well and become master of Japan!

- *400 characters, 2 scenarios, 5 skill levels*
- *3 meg game with battery back-up save feature*
- *Nintendo's new MMC-5 chip for fantastic graphics and detail*

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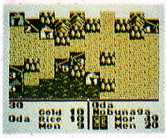
Nobunaga's Ambition®

If you're ready to test your military and diplomatic prowess this game's for you! As one of the first strategy simulation games available for Game Boy, you can now command your forces anytime and anywhere! Conquer your enemies and defend your territory as you fight for control of Japan!



- *GameLink option allows 2 players to compete in head to head combat*
- *1 meg, 64K of RAM, battery back-up saves up to 3 games*

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PROVIEW

By Michaelangelo

Yo, dudes and dudettes! Michelangelo here, typing away with all six fingers on my trusty ol' word processor. The radical folks at GamePro offered me a year's supply of pizza if I would review our latest adventure for the Game Boy. I'm not stoked about typing, but hey, I'll do anything for pizza!! (Cowabunga!!)

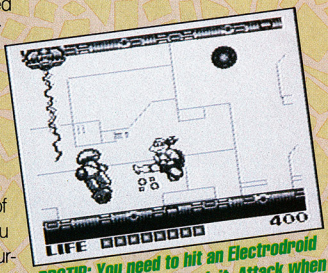
April Goes AWOL!

Konami's Teenage Mutant Ninja Turtles is an awesome game that lets you take each one of your four favorite turtles on an adventure to rescue our friend April who has been kidnapped by that gnarly Shredder dude. The game has five really rad stages with three levels per stage...so that's like 15 different levels in all. (And like I didn't even use a calculator to figure that out!) At the end of each stage is one of Shredder's main goons, who's really tough to squash. (Don't worry, they just look tough!)

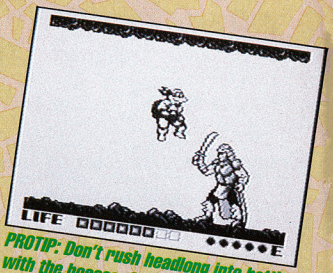
At the beginning of each game, you get to choose between us four turtles (pick me! pick me!) and our respective weapons: Leonardo with his swords, Donatello and his bo stick, Raphael with his sais, and yours truly with his nunchuks! In addition to your weapon, you also get an unlimited supply of ninja throwing stars! (Rad!)

You start with eight hit points, but lose a point each time you get zapped by one of Shredder's creepos or their weapons (Bummer!). Not to worry though, you can always recharge by eating pizza slices and whole pizzas pies that randomly pop up along the way! (Yum!)

But, if you lose all your hit points, then that Turtle becomes a prisoner of Shredder and his Foot Clan. Then you have to choose from the remaining Turtles and continue from where you were caught. Now you have to rescue not only April, but all your captured fellow Turtles! (Double Bummer!)



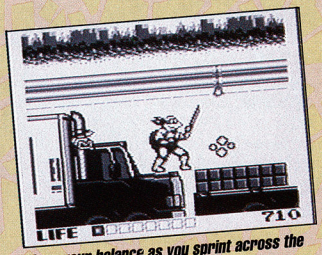
PROTIP: You need to hit an Electrodroid twice in order to smash it. Attack when it jumps in mid-air, because it can't shoot its electrified cables at you.



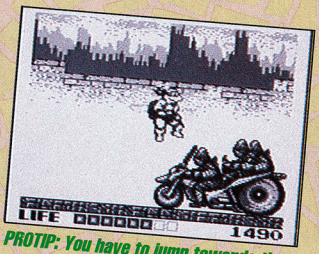
PROTIP: Don't rush headlong into battle with the bosses. Study their patterns, because each boss requires a different attack strategy. For example, let Shredder come to you instead of you rushing into the path of his swords.

piranha-infested river, and all the way to the heart of the Technodrome itself!

The graphics and animation are the best I've ever seen on the Game Boy! You'll actually feel like you're sloshing through a river or jumping over the roofs of speeding cars on the freeway!



Keep your balance as you sprint across the roofs of speeding cars along the freeway.



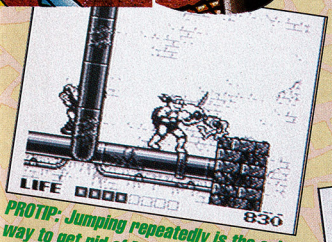
PROTIP: You have to jump towards the opposite direction that the motorcycle comes from.

And I bet you'll lose your karma over the totally tubular tunes, including our awesome theme song!

Goons Galore

Fans of our arcade game will freak when they recognize the same ugly boffos on their Game Boy screen. They're all there: Foot Clan stooges, Mousers, Electrodroids, plus intense bosses like that Rhino and Bug-Eyed Dude!

You'll also have to watch out for new nasties like fireballs, attack bugs, and these monstrous boulders trying to turn you into instant pancakes. (But hey, they're no problem for expert martial experts like us!) They come at you pretty fast and there's a lot of them, but pay attention to their patterns and you can wipe them out without breaking a sweat!

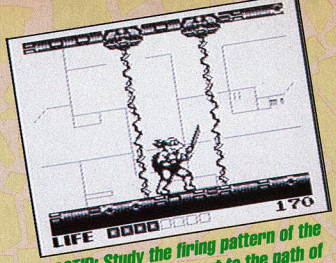


PROTIP: Jumping repeatedly is the only way to get rid of Mousers or piranhas that latch on to you.

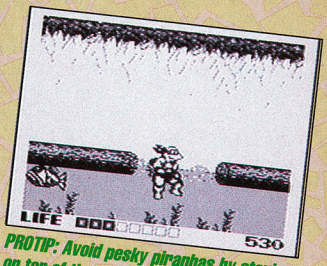
Searching High and Low

This game wings you through the streets of the big city, into the sewers below, out on the freeways, through a

PROTIP: Munch on pizzas that pop up for extra life units!



PROTIP: Study the firing pattern of the lasers. Stand right next to the path of the laser and run across immediately after it has discharged.



PROTIP: Avoid pesky piranhas by staying on top of the logs as much as you can.

The Last Honest Pizza

Trust me on this one you guys, you're gonna love Teenage Mutant Ninja Turtles on the Game Boy! Even after you've finished the game, you'll want to play it again and again just for the fun of it. I'd like to rap some more with ya, but the pizza delivery dude is at the door, and I want to get to them before the other guys do! (Sometimes they're more like pigs than turtles you know!)

Teenage Mutant Ninja Turtles by Konami ($39.95).

By Andromeda

Everybody's favorite skinflint, Uncle Scrooge, is back and, he's on another treasure hunt. In Duck Tales for the Game Boy, Scrooge must search high and low across the land, and even in outer space to discover five lost treasures and make himself richer than ever. Yes, Scrooge is ready to risk life and webbed limb all for the thrill of adventure..oh, and of course, the love of money!

Look Who's Quacking

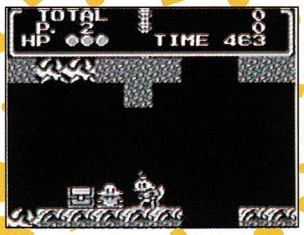
As Scrooge you begin your journey from, where else, the Duckburg Bank. The treasures are scattered in five different areas – the Amazon, Transylvania, the African Mines, the Himalayas, and the Moon. You and your quacky newphews, Huey, Duey, Louie, and beautiful Webby, can begin your search anywhere you like. Set the game difficulty to easy, normal, or difficult – it all depends on how wet you feel like getting your feet! You've got three lives and a limited amount of time to find all of the treasures.

Sure Scrooge is a little awkward as he waddles along, but wait'll you see him pogo! Use your Pogo Jump to pounce on creepy critters, blast through barriers, and knock the locks off of treasure chests (the last is Scrooge's favorite of course). Scrooge can also use his cane to whack open treasure chests and slam boulders into pesky enemies.

Fine Feathered Finds

All kinds of helpful goodies are hidden inside of the treasure chests. Tasty Ice Cream and Cake snacks restore your energy points, Scrooge Dolls give you 1-Ups, special Life Boosts give you extra energy, and Diamonds, large and small, are cash in the beak, er, bank!

PROTIP: Search for the illusionary wall in Transylvania, go through it, and enter the hidden room; you'll find a chest that holds a Life Boost. In the Himalayas search for Bubba Duck by going to the far left of the icicle level, and then climbing up the rope. Defrost Bubba and he'll reward you with a Life Boost.



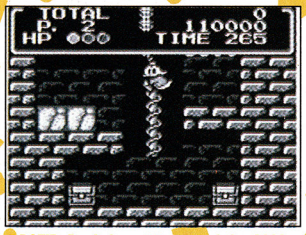
PROTIP: On every level you'll find a hidden Scrooge Doll 1-Up. In the Amazon search for the treasure chest in the middle of the underground passage. In the Himalayas search to the far right of the underground icicle level. On the Moon you'll find the Scrooge Doll in the upper right corner of the UFO.

PROTIP: Look for Launchpad in each level. He's your flying duck buddy, and he's always ready to lend a wing to fly you back to Duckburg to stash your cash.

Sometimes treasures are hidden in areas where there are no treasure chests. Just Pogo Jump like heck and you'll find all kinds of treats. This is usually how you'll find the Magic Coin that makes you temporarily invincible.

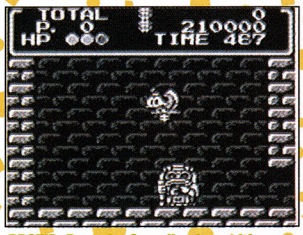
Fowl Adventures

Hey, you say, Pogo around, search for treasure, eat ice cream and cake – it's a swim in the pond. Oops! Guess we forgot to mention the strange and unpleasant obstacles you'll encounter in each of the mysterious lands you visit. In the Amazon you've got to climb vines, avoid spiked logs, leap across collapsing bridges, and fight the giant Statue Guardian for the treasure, the Sceptre of the Incan King.



PROTIP: Don't forget to search for hidden attic rooms. You'll find these in areas where you Pogo Jump against what seems to be the ceiling, but discover that you can bounce to the left or right into a secret tunnel. In the Amazon there's a secret treasure attic at both ends of the underground tunnel. There's another secret room high in the sky, just to the left of Launchpad.

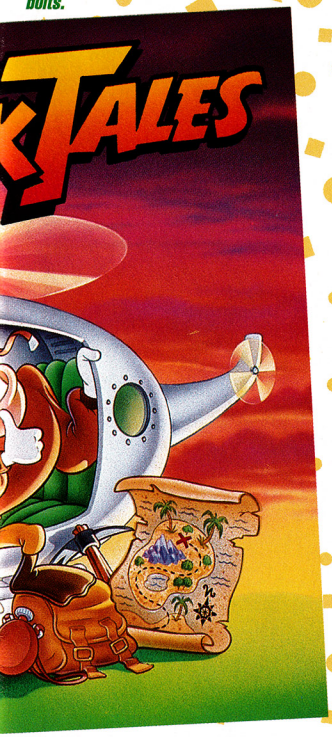
PROTIP: To avoid paying money to fight the Guardian go straight up from the secret room and follow the tunnels until you come to the Guardian.

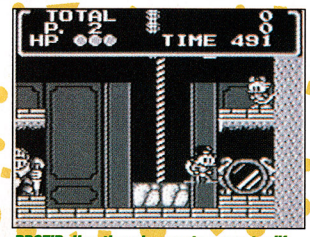


PROTIP: Beat the Guardian by waiting until he slams down, and then Pogo Jump on his head!

Deep in the depths of the Transylvanian Castle you'll encounter Duck Mummies, Duck Skeletons, and other fine feathered enemies, including a Vampire Duck who's out to make you into duck soup. Beat him and you'll earn the Coin of the Lost Realm.

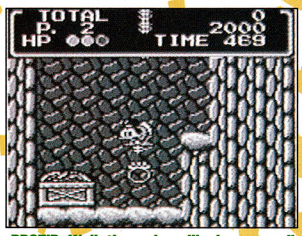
PROTIP: Pogo on the Vampire Duck's head right after you dodge her lightning bolts.



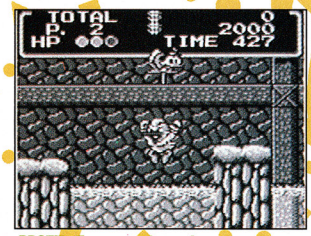


PROTIP: Use the mirrors to move to different areas of the Castle. After you enter the Castle, go to the right. The first mirror you come leads you to the treasure chest that holds the Skeleton Key you'll need to enter the African Mines.

Hope you don't get claustrophobic because you'll have to search deep down in the African Mines in order to find the Giant Diamond of the Inner-Earth.

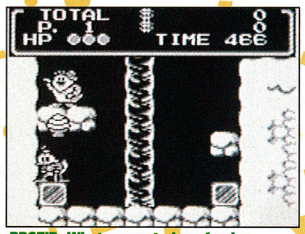


PROTIP: Walk through an illusionary wall in the mine and you'll find a secret Ring treasure worth lots of money.



PROTIP: To cross the underground swamp Pogo off of the heads of the swamp creatures.

Get ready to freeze your tailfeathers in the Himalayas, and remember, you can't Pogo in the snow. In this subzero environment you'll find that your webbed feet slide on the ice, icicles fall on your head, and you've got to battle an Abominable Snow Monster for the Crown of Genghis Kahn.



PROTIP: What a great place for ice cream! Go down the middle rope, and move up and to the left into a secret attic room. Mrs. Beakly will serve you some frozen treats.

PROTIP: Launchpad is at the bottom right of the lowest tunnel.

PROTIP: Grab the Magic Coin by Pogoing near the icicles. Now run, don't walk, straight through the icicles with no problem.

PROTIP: Put the abominable Guardian on ice by Pogoing on his head after you dodge the snowballs he tosses.

It seems the Moon is now populated by strange aliens, including some pretty crafty Space Ducks. Search their giant UFO for a few items you'll need to beat the Guardian of the fifth treasure, the Green Cheese of Longevity.

PROTIP: You've got to find the Remote Controller so you can summon Gizmo Duck. It's inside the locked room in the UFO, just to the right of Webby. The key to the locked room is in the upper left part of the UFO, in a treasure chest in a hidden attic room.

PROTIP: You can't get out the way you came in! Once you're in the UFO you'll have to seek an alternate route out!

Everything's Ducky

If you loved Duck Tales you'll love Duck Tales for the Game Boy. The gameplay is essentially the same, the graphics are excellent, and there's enough variation on the original game to keep you interested in the new version. The difficulty setting also enables you to make the game as hard as you like. Don't fly south for the winter – there's plenty to take care of right here in Duckburg.

Disney's Duck Tales by Capcom ($29.95 – Available Fall 1990).

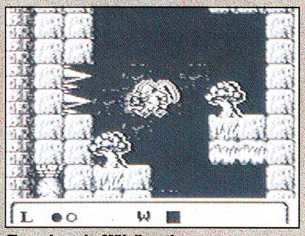
by Charlie T. Aslan

Every once in a while, a game comes along that is so original and enjoyable it becomes an instant hit and remains a top - seller for years to come. Gargoyle's Quest, Capcom's latest title for the Game Boy, falls into this category. It is, by far, one of the most exciting releases yet created for the Game Boy – the type of game that is so good, people might buy Game Boy units just to play it.

Earn Your Wings

Gargoyle's Quest is part of the Ghosts and Goblins series that has been such a mainstay in video game entertainment – arcade, NES, and Sega Genesis. The outstanding difference in this cart is the character you control. Rather than your typical armor-clad hero, you play a thick-skinned gargoyle, complete with leathery wings and 12-inch claws.

You are Firebrand, the Guardian Gargoyle of the Ghoul Realm. Your mission is to search the Realm, discover the heir to the magic flame, and bring peace back to the Ghoul Realm. Peace is possible if you can defeat the evil King Breager and his invading Destroyer race.



Fly or jump in ANY direction.

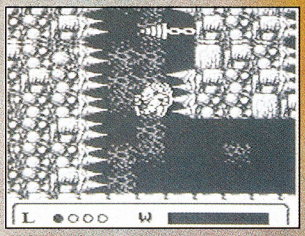
Gargoyle's Quest is unique because it features 360 -degree scrolling – You can move in any direction, not just horizontal or vertical, and you control your flight, when to hover and when to land. In earlier stages of the game, Firebrand can't stay aloft for very long, so you have to maneuver by jumping, walking, and taking short flights.

PROTIP: During random combat situations, it doesn't matter if you take damage during the fight. Once you win you're back at full strength.

A Real Wing-Ding

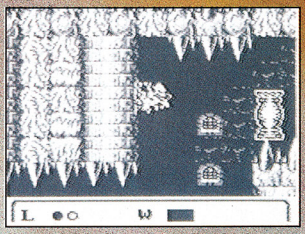
Your abilities are governed by three factors – jumping power, wing power, and life force. Life force starts at 2 and can climb as high as 5. If Firebrand's life meter drops to zero, you lose one life. Jumping power is exactly what it implies – how high you can jump outward or upwards. Wing power determines how long you can stay aloft when in flight.

PROTIP: After acquiring the Wings of the Falcon, you'll be able to cross the wide ravine between you and Rushifell's castle by running and jumping off the cliff, hovering and moving towards the right. As your wings run out of power and you begin to descend, hit the A button to flap them. You should end up clinging to the bottom of the wall on the right cliff.



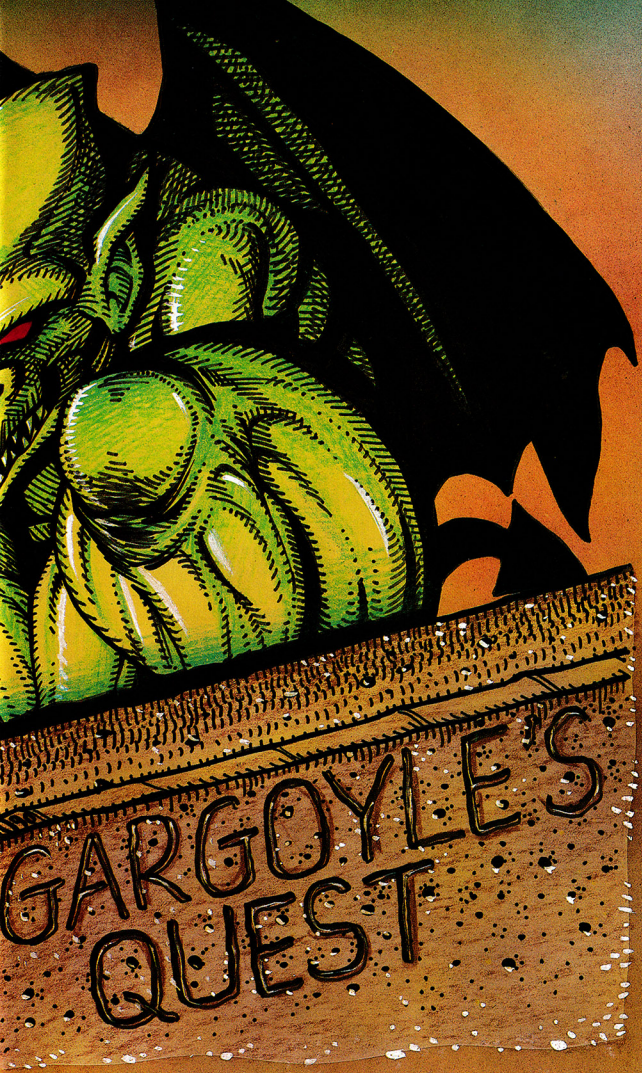
PROTIP: When you're enroute to the keeper of the Eternal Candle, you'll encounter a double vertical wall of moving spears. If you jump down the shaft, you'll only be hit by the first spear and pass through all the others.

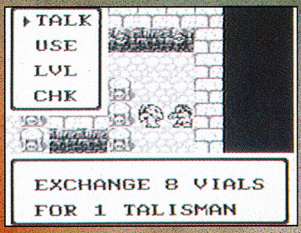
You can cling to any rock surface (wall or floor) with your claws. By using a combination of jumping and flying, you can safely maneuver around fiendish creatures such as Bellzemoses (giant bats), Bone Snappers (piranha-like fish), ghosts, and demon toads.



Keep a tight grip on that wall – thanks to 12-inch claws.

ILLUSTRATION: FRANCIS MAO





PROTIP: In the villages, you can trade in vials you have found for Talismans of the Hurricane – each of which give you a bonus life. The talisman sellers will always tell you "...any more would be greedy," and try to sell you just one talisman. IGNORE THEM. You can have up to nine talismans in your possession at one time – nine extra lives! There's no penalty for being greedy in this game.

You'll also get better weapons as you advance. For example, your fire-breath can destroy rocks that are in your path and create footholds on dangerous jagged terrain so you can climb injury-free.

PROTIP: In the final battle, King Breager offers you a chance to join him rather than fight. It would be wise to turn down Breager's offer. If you say "yes," all your power is drained and you'll still have to battle Breager.

Flying High, Wind At Your Scales

There's more to Gargoyle's Quest than moving and shooting. This is a quest, so you'll travel over land, fire, and water in search of the various magical items that increase your power and help you progress. As you advance in skill level, your flying ability, strength and jumping power all improve. This is important because without increased abilities, you don't stand a chance against the challenges of the later levels.

You'll also encounter towns and villages where you can get bonus lives, pick up a new password, and get information from the locals. These towns serve as resting places – safe haven from the minions of King Breager.

Claw Your Way To The Top!

Great games have plenty of diversity to keep even the most experienced players interested and Gargoyle's Quest is no exception. You'll be amazed by the differences as you travel to castles, fire-ravaged cities, cliffs and caverns – all presented in fantastic graphic detail.

Gargoyle's Quest's detailed graphics and great music will amaze you and the excellent gameplay will keep you glued to your Game Boy. You just might find yourself addicted to this cart! Remember, when you start flapping around your house and clinging to the furniture, you'll know it's time to put the game down!

Gargoyle's Quest by Capcom ($29.95).

DRAGON'S LAIR

By Slasher Quan

As video game legends go, Dirk the Daring is one of the most esteemed. His first appearance was in the brilliant coin-op Dragon's Lair, the arcade machine with cartoon-quality animation, which sucked thousands of quarters from diehard (and die-often) gamers longing for a glimpse of the voluptuous Princess Daphne. The original masterpiece has since been translated to a multitude of formats, including an NES conversion (see *GamePro*, October 1990). And now, the legend lives on in the Game Boy.

Sweet Revenge

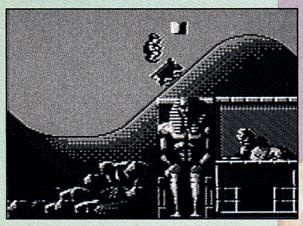
Like all good villains, the evil Mordoc won't let one humiliating defeat get him down, so he's kidnapped Daphne again. Luckily, before being whisked away, Daphne shattered her all-powerful Life Stone into 194 pieces. Now, the king's asked for someone with courage and determination to rescue the damsel in distress, reassemble the Life Stone, and put an end to Mordoc once and for all. With eyes glaring and knees knocking, the good knight Dirk steps forward once more.

Jump for the Jewels

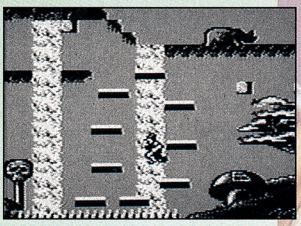
Although in the original game Dirk used his wits and a well-honed blade to defeat enemies, the latest Lair removes both the monsters and the swordplay. Here, the Daring One need only capture all the glowing fragments of the Life Stone to win. Unfortunately, his only skill is a tried and true jumping ability.

PROTIP: Hold down the A or B button to make Dirk jump continuously. If he's standing on a moving object, be very careful.

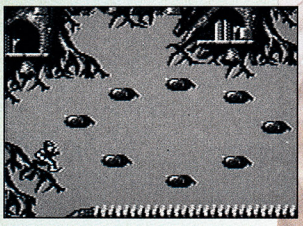
Where does Dirk jump? Almost everywhere! Some of the gems are in hard to reach places, so Dirk might need to scamper on running creatures, moving platforms, walls, trees, and lots of other mobile and stationary objects.



PROTIP: When you're riding the cart, jump in the direction it's traveling to snag jewels above you. Also, don't vacate the cart until it completes its journey and turns around. If you jump off earlier, kiss a life goodbye.



PROTIP: The champion can't stand on some places, but he might be able to jump onto them, including the waterfall in the first screen. Experiment!



PROTIP: A hole in the ceiling or in the ground indicates a new area to investigate, not a bottomless pit.

It's a Long Way Down

Whoever designed Mordoc's domain sure knew how to make a point. Thorns and spikes impale Dirk at every misstep. Landing on certain surfaces and leaping from precarious heights are also death blows. Expect to die often.

PROTIP: If you're in a free fall but you're close to the edge of the screen, steer yourself into the adjoining area for a happy landing.

PROTIP: If the screen starts flashing, it means Dirk is caught up in some prickly thorns. Immediately jump to restore normal vision.

Dirk the Disappointment

By now you may have noticed something, actually several things, missing from this game. It's too one-dimensional, with no power ups and none of the hack 'n slash action you might expect from a sword and sorcery title. In fact, if it weren't for the splendid background graphics, DL would seem like it jumped off the screen of an Atari 2600. Finally, since the game doesn't allow continues, only the most patient 'Pros will finish this game.

Fanatic fans of old, arcade-style jump and dodge games should find Dragon's Lair: The Legend satisfactory. However, players looking for an intense Game Boy adventure comparable to Teenage Mutant Ninja Turtles and the reigning champ, Gargoyle's Quest, might come away singed. Sometimes legends aren't all they're cracked up to be.

Dragon's Lair: The Legend by CSG Imagesoft ($24.95 – Available January '91, 1 meg).

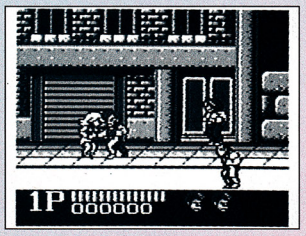
GamePro Game Rating

DOUBLE DRAGON

By Boogie Man

The Lee Brothers are back in town, and this time the Homeboys from Tradewest bring their special brand of Double D trouble to the Game Boy.

Double Dragon fans will find that the GB version rehashes the original NES version albeit on the small screen. In the opening screen the low-life Black Warriors gang led by that slime, the Shadow Boss, punch out Billy Lee's girlfriend, Marian, and whisk her away. Billy hates it when that happens (and Marian's not too happy about it either), so get ready for four missions of serious clobberin' time.

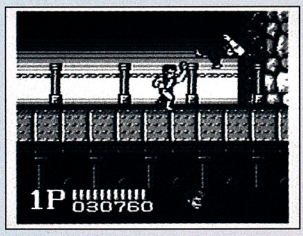


Marian's in a jam – again!

Mean Looks

The Bros fight dirty, but the graphics here are pretty clean. The sprites are a tiny bit larger than normal so you can appreciate the details in all the characters and the backgrounds. You'll stalk all the familiar Double Dragon territory: the City Slum, the Forest, the Industrial Area, and the Shadow Boss' Hideout. And, of course, the gang's all here, too. Lopars, Williamses, Lindas, Chintais, and Abobos are all up for a little R & R, rock and roll that is. Even Willy's there to greet you at the Hideout with his rapid fire .30 caliber surprise.

PROTIP: To get inside an Abobo's long reach, try to keep moving to the side and forwards until the sprites begin to merge, then quickly move in front of him and punch. You must knock him down four times. This technique even works offscreen with the Abobo in Mission 3.



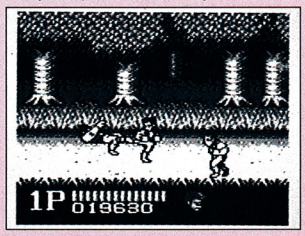
PROTIP: Punching Chintais is the most effective way to beat them. Remember: when they roll backwards, they're actually winding up to roll back into you. Step aside or back off.

Fighting's Alright!

The only thing the Lee Boys know is fighting, and they're good at it here. You'll have a great time putting them through their paces.

PROTIP: The quickest way to knock out most gang members is to use a kick (press B) and then a jump kick or vice versa.

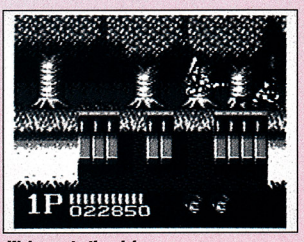
You can pull ten bruisin' moves including a powerful shoulder throw, a nasty hair pull kick, a sneaky reverse elbow punch, a slick spin kick, and the devastating jump kick. If feet and fists can't cut it, grab a baseball bat, a whip, a knife, or even an oil drum from one of the bad guys.



Put your foot in their mouths.

PROTIP: Goons holding weapons, crates, or boxes will never get a chance to use them if you attack first with the Jump Kick (press A and B).

With all these moves at your command, experienced video fighters ought to be able to breeze through the first two missions. Then the Chintais in Mission 3 will give you a good work out, and from there on out the cart turns up the difficulty meter just enough to liven up the action a little bit more. But even though this version of Dragon is fun, it won't make your adrenaline go ballistic.



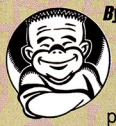
Welcome to the club.

A Hard Case

Double Dragon is a rough and tumble cart suited for video street fighters who want to take their licks on the go. Pacifists who don't believe in using their fists had better play elsewhere. But if you've been through it all with any NES or arcade version of Dragon, well, you've been through it all and more. If the Game Boy is all you've got and you're itching for a fight, go for it.

Double Dragon by Tradewest ($29.95 – Available Now).

GREMLINS 2



By Brother Buzz

Gizmo's in hot water again, and all you *Gremlins* fans know what happens when a mogwai gets wet! If you don't know, let's just say his problems quickly multiply, and now he's got four nasty clones to contend with.

Hot on the heels of the NES cart and the movie of the same name, Sunsoft's Gremlins 2: The New Batch is an action/adventure Game Boy cart that rehashes the story of Gizmo trapped in cavernous Clamp Centre.

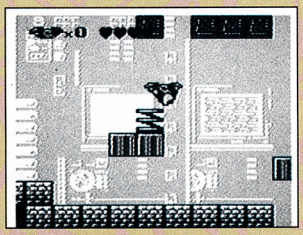
You've Seen It All Before

Gremlins 2 is a solid piece of Game Boy programming that's good fun even though like the Gremlins themselves everything about it is pretty familiar by now.

The Gremlins are back!

However, what makes this cart stand out from the pack are the awesome graphics. They're real knockouts that make Gizmo cuddly and the evil gremlins gruesome. There are some truly sharp details, though you'll have to hunt for them on the tiny G.B. screen.

There's nothing complex about the gameplay, so you can dive right into Gizmo's horizontally-scrolling adventure. You make the little guy jump around and beat bad guys through four stages straight out of the movie – the CATV Studio, the Genetics Lab, the System Control Center,



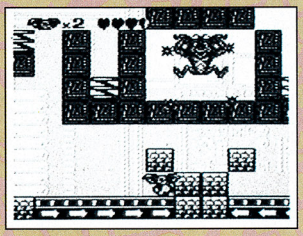
Gizmo springs into action.

and the Lobby. You also get two bonus stages where you earn extra points and, if you're lucky, 1-Ups.

PROTIP: In the first Bonus Stage hit the punching bag 100 times in 10 seconds to earn a 1-Up.

Mogwai Moves

Don't let the cute graphics fool you, this cart puts up a worthy challenge. Each stage is overrun with bothersome bats, pesky mice, sinister spiders, and wicked gremlins, who all lurk around tricky jumps and painful spikes. An indestructible gremlin – George, Lenny, Daffy, or Woman Gremlin (movie stars all) – prowls around each stage. Just try to avoid them. If you make it to the end of a

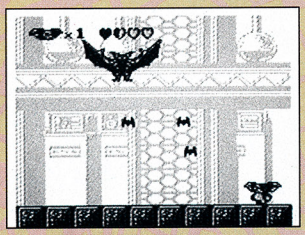


Run! You can't hurt Daffy.

stage, you run up against a menacing mogwai end boss. You only get three lives, but if the bad Gremmies zap you, you just replay that stage.

PROTIP: To beat Mohawk at the end of Stage 1, let his first tomato bounce over you. Then rush forward before he tosses another tomato, and whack him rapidly, but carefully, with your pencil.

PROTIP: In general you can keep bats out of your hair by not forcing the screen to scroll upwards.



Fake out the Bat Gremmie and bash it. Then, jump over the little bats.

Your weapons are traditional but cute. Here the Pencil is mightier than the sword, and the Cassette Radio plays a beast-busting tune. But climb inside the Tool Box to really get the job done. Don't worry if you have to retrace your steps, once you plaster your adversaries they won't reappear.

PROTIP: To survive Stage 2 you must find the Pencil. (Hint: It's near the top of a long stairway.)

PROTIP: In Stage 3, you might not see the Pencil at first, but it's just three jumps away from the very beginning of the stage.

PROTIP: When you have the music note, bats can't bite you from above.

All This and Gremlins 2

Gremlins 2 is a neat hop and bop game with above average challenge and great graphics. You don't have to know Gizmo, the tiny hero, to get into this cart, but it might give you a little advantage.

Gremlins 2: The New Batch by Sunsoft ($26.95 – Available Spring '91, 1 meg).

GamePro Game Rating

Tour De THRASH

By Slo' Mo

To most sane people stale fish is a heavy duty turn off. But say "stale fish" to a bunch of skateboarders and they go ballistic! What's it all mean? Electronic Arts has hit the Game Boy scene with Tour De Thrash, the continued adventures of Skate or Die.

Actually Tour De Thrash is more sports cart than action adventure game like the NES S or D carts. Rodney, Bionic Lester, and CJ are still hanging around as coaches. But this time you can tackle an international skater's slalom, go aerial on the Retro-Rocket Ramp, or go wheel-to-wheel with six real-life members of the Santa Cruz Skateboard Team.

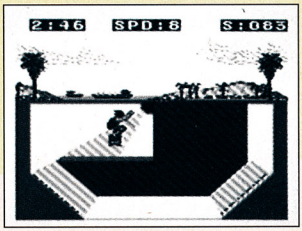
Rodney's back with the inside info.

Tour De Thrash is a solidly designed cart with good-looking graphics, slick animation, and hard-driving sounds that really get your juices flowing. But you really ought to be a skater to appreciate it.

Go Fish

In thrasher lingo "stale fish" can either be a cool backside grab in mid-air or off a handplant or an outrageous international pro skateboard race. Hence the Stale Fish Tour is a globe-trotting shredfest where you rip through drain pipes and pipelines in 8 unlikely foreign locales such as Chernobyl, Ho Chi Minh City, and Easter Island, and one mythical (waterlogged) mystery stop.

PROTIP: Careful, you can't jump from the grey strips.



Skate straight and jump!

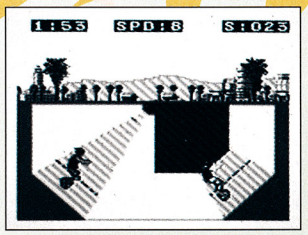
If you have a need for speed, Tour takes you to the max. You guide your skater via a behind the back, full body view. Jump over or swing around assorted walls as you try to go supersonic and beat the clock to the finish the line. But don't miss a beat or you'll splat against the wall flatter than a frisbee.

PROTIP: Watch for the Stars. Mow 'em down for 10 extra seconds.

The thumb-punching skating's fun but after a while all the pipes play and look the same, just the location and frequency of the walls change. You get passwords for all the cities you conquer, but you'll probably confine your return trips to the last three or four cities which offer the most challenging rides.

The Santa Cruz Skate Team

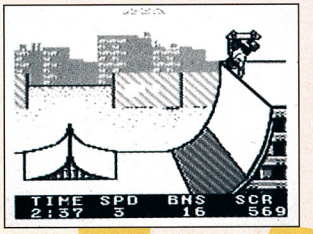
For variety you can bash decks with the Santa Cruz boys. Choose this option and the computer throws another skater on-screen with you. You get a little background on the real life dude you're trying to thrash, then you ride through the same cities trying to bump each other into the walls.



Two players thrash it out.

Airborne

If catchin' air is your thing, go for the Retro Rocket Ramp. This section's basically lifted straight out of the other two Skate or Die carts. You get a side view of a half-pipe ramp with a small spine in it. Here you can pull 12 radical moves and you try to put together a routine for mucho points. Bragging rights is the main goal, but killer skaters can earn a trip to a hidden mystery round.



The handstand scores big!

PROTIP: At the Ramp, 10,000 points transports you to a place where the skating's out of this world.

Better Shred than Dead

The real Tour De Thrash fans will be wheelheads who play the Game Boy when they're taking a breather from the real thing. Speed freaks and sports nuts come next. If concrete shreddin's your thing, this cart's got some thrills, plenty of spills, and looks that kill.

Tour De Thrash by Electronic Arts ($29.95 – Available Spring '91, 1 meg).

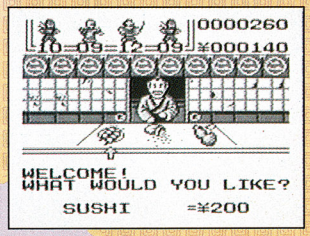
Mercenary Force

By Brother Buzz

Welcome to ancient Japan where the good old days have just become the bad old days. The Lord of Darkness and his fearsome army are terrorizing the countryside, but the great Shogun has two secret weapons, the Mercenary Force – and you!

Mad in Japan

Mercenary Force from Meldac is an unusual, challenging shoot-em-up for the Game Boy in which you command a small band of four against the overwhelming forces of Darkness.



Sushi, Medicine, or Tea?

You can choose to play with one to four mercenaries at a time, and your force can form into four formidable fighting formations at any time. The game scrolls horizontally left to right and your group can move forwards, backwards, up, and down.

PROTIP: When you blast Tigers and Flying Squirrels; they fire a parting shot.

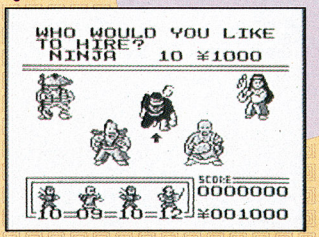
PROTIP: The evil army can shoot through any obstacle.

Team Spirits

Desperate situations call for desperate measures. Each warrior except the Servant has a Spirit Warrior counterpart– an invincible flying demon that transports your band across the land and destroys all evil doers in its path. The cost, however, is your mercenary's life!

A Yen for You

In order to delay your warriors' ultimate sacrifice, spend your hard-earned yen wisely on Sushi, Medicine, and Tea to replenish life points. You can also gamble for lucky charms or pay the Daibutsu (a holy man) to resurrect a dead warrior. These scenes switch to a snazzy first-person perspective as you negotiate the transactions.



The Mercenary Force

You get six wild stages where you fight your way across a neatly-drawn ancient Japanese landscape. Along the way you collect Japanese yen from fallen foes, so you can hire new mercenaries to replace your casualties.

This Band for Hire

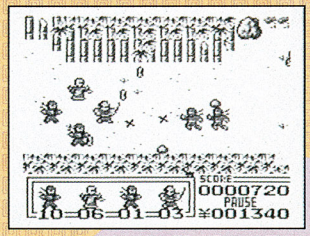
Organizing your little army requires strategy and planning. You retain your fighting four from a group of five mercenary warriors, each armed with different weapons: the Servant (single-shot rifle), the Samurai (double crossbow), the Ninja (shurikens), the Monk (diagonal power blasts), and the Mystic (vertical magic bullets).

PROTIP: Your formations compress when they run into obstacles, so you can hide your group in corners.

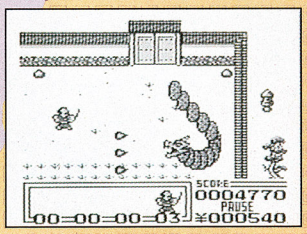
PROTIP: Try using two warriors to get through Stage 1, so you have enough yen to hire mercenaries in Stage 2.

Forces of Darkness

The Lord of Darkness' influence knows no boundaries. The massive enemy force includes evil Monks, rogue Samurai, nasty Ninjas, and even ferocious Frogs and fighting Fish. If that's not enough, the 54 demons such as the Razor Rat, the Death Worm, and Eyeclops are even harder to defeat!



Choose your formation: Wind, Forest, Fire, or Mountain



The Dark Lord commands 54 demons.

Sayonara, Dude

Mercenary Force features great-looking graphics and furious gameplay. The different fighting formations, the Spirit Warriors, and the huge armies of unusual enemies make this original, fun-filled, thumb-numbing shooter a real winner!

Got a yen for some epic Game Boy action?Check out Mercenary Force.

Mercenary Force by Meldac ($29.95).

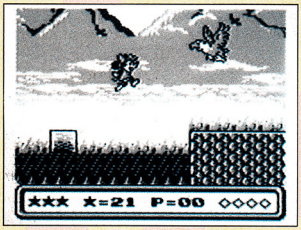
Mickey's Dangerous Chase

By Andromeda

Oh boy! Mickey bought a present for his sweetheart, Minnie, but sneaky Big Bad Pete stole it before he could give it to her. Now Mickey and Minnie are off on a dangerous chase to get the present back.

Steamboat Willie to the Rescue

To find the present Mickey or Minnie (you can be either one of them at any stage in the game) have to work their way through five stages, each with three areas of vertically and horizontally scrolling adventure. The action takes place in Mickey's Hometown, the Woods, the Mountains, an Industrial Area, and the Business District.



Sometimes Minnie must soar like an eagle.

At the end of each stage Goofy makes an appearance to give you the scoop on where old Pete is heading.

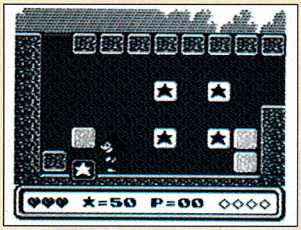
PROTIP: Search everywhere in each stage. Don't forget to look for ways to go up! For example, in the woods ride the moving blocks to the treetops.

PROTIP: In Stage 2-3 Mickey or Minnie rides sky high while clutching balloons. The more balloons you have the faster the ride. To avoid the soaring eagles just dodge left and right.

Similar to Chip n' Dale Rescue Rangers for the NES, Mickey or Minnie must snag Stars, Crystal Balls, Magic Water (temporary invincibility), Hearts (life), and other secret power-ups along the way.

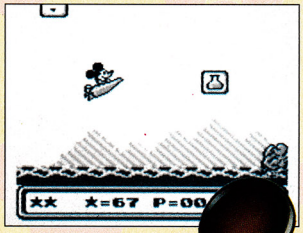
PROTIP: Grab four Crystal Balls in one stage and earn an extra continue.

PROTIP: Grab 100 stars and you'll earn an extra life.



PROTIP: Blinking Stars are 1-Ups. You'll find one in this pit in Stage 1-2.

Mickey and Minnie can run, crouch, jump, and toss boxes to defend themselves. They even get to go for a wild ride in a speedboat and a snazzy jalopy.



PROTIP: When you're driving the speedboat in Stage 1-3 use the controls to maneuver left and right as well as make the boat jump. Grab the Magic Water near the beginning of the stage for smooth sailing.

PROTIP: Watch out for dropping blocks in Stage 3-1. Be sure to carry an extra box with you as you leap across the blocks. You'll need it to bop the bird waiting on the other side.

PROTIP: In Stage 3-1 you'll have to make your first series of seemingly impossible jumps. The key is to jump to the right and then back in mid-air.

A Creepy Cartoon Crew

Pete's got a whole crew of creepy critters who seem bent on stopping Mickey and Minnie from catching up with their boss. These include beastly bears, barking bulldogs, wiry weasels, and testy tarantulas.

PROTIP: Bop each of the bad guys with boxes to knock their blocks off. Remember you can crouch and throw boxes as well as throw them to the left, right, and straight up in the air. You can also throw them through seemingly solid objects!

A Mickey Mouse Adventure

Mickey's Dangerous Chase is a charming adventure, though definitely a cart geared for the younger set, or perhaps the young at heart. It's not the toughest Game Boy cart around, and not the toughest Disney Game Boy cart around (Duck Tales is much more of a challenge). But the cute graphics make for a Mario-like adventure that's sure to give Disney fans a thrill.

Mickey's Dangerous Chase by Capcom ($29.95 – Available April '91, 1 meg).

NFL FOOTBALL

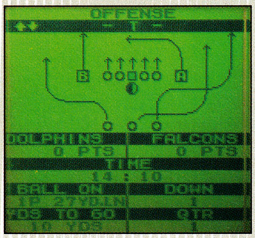
By Gideon

Sure it's only May and the NFL superstars aren't going to hit the gridiron for another couple of months. But why should that stop you from enjoying bone-crunching, smash 'em-up football action? Now you can do just that whenever and wherever you want to with Konami's NFL Football for the GameBoy!

NFL Football features a highly detailed screen including all 22 players on both sides of the line of scrimmage. You even have a referee that scoots into the action at the end of each play to spot the ball or call a touchdown. The field is set vertically so you move your team up and down the screen to the goal lines. This gives you a birds-eye view of the action and helps you keep track of just where everyone is on the field.

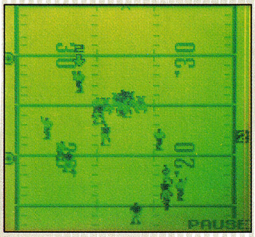
You have your choice of all 28 NFL teams.

Choose from 28 NFL teams, and play against the computer or with the Video Linkup and a buddy. Just as in real life, each team has its own strengths and weaknesses. You'll have to put each team through their paces in order to find the team that's perfect for your gameplan.



Detailed offensive plays await you.

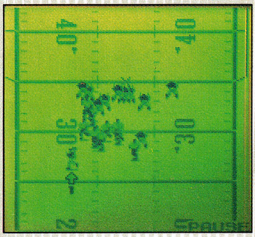
The best part of this game is that it allows you to be both the head coach and a player. As head coach you choose from among six offensive plays, including Slot T, Shot Gun and I Formation, and seven defensive plays including Blitzes, Zone, and a last ditch Goal Line Stand. Once you've chosen your play zoom down to the playing field and control the actions of the quarterback and the receiver on the offense, and the defensive player of choice on the defense.



PROTIP: Open receivers often give themselves away by waving their hands to the quarterback.

PROTIP: As quarterback, don't drop back too far after a hike or you'll lose sight of your receivers.

You've got your work cut out for you since the action is just as nerve-wracking as a real NFL game. As quarterback, duck blitzing linebackers and make sure you pick the correct open receiver to pass to–or suffer an embarassing interception! As receiver, evade pursuing cornerbacks and make sure that your route crosses the path of the oncoming pass. On defense, you have the unenviable task of immediately recognizing the offensive formation and choosing the right defensive man to control before the ball's snapped.



PROTIP: It's often best to have the quarterback run the ball himself if the defense has all the receivers covered. Don't risk forcing the ball to a receiver and cause an interception.

PROTIP: As receiver, remember that you have to come back to a pass. The pass won't automatically come to you.

The action is fast and hot. It takes the sharpest wit and quickest reflexes to defeat the NFL's best. So slap on your shoulder pads and strap on your helmet. It's show time!

NFL Football by Konami ($24.95).

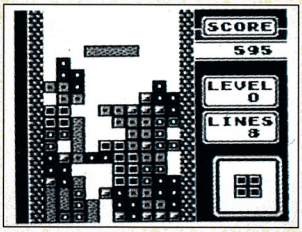
By Andromeda

Puzzle titles scored high this last year as gamers busted more than a few brain cells trying to solve a variety of mind-bending challenges. The Game Boy format seems especially suited to this type of game – in fact, the unit comes with the ultimate puzzler, Tetris. Hot on the heels of this classic, Nintendo released its own puzzler featuring the maestro himself, Mario. Here's a quick look at the reigning puzzler champ, followed by a rundown on the heir apparent.

TETRIS

A Shapely Challenge

In case you somehow haven't seen Tetris (which can only mean you haven't been living on this planet for the last several years) here's how it goes. Seven different shapes drop vertically down from the top of the screen. You can manipulate the



Tetris: It's a classic.

shapes as they drop, turning them in four different directions. Your goal is to make matching shapes land at the bottom of the screen so that they line up in horizontal rows. Each time you complete a row, it vanishes and you score points. You can score higher by completing multiple rows simultaneously. Four complete horizontal rows are called a "tetris."

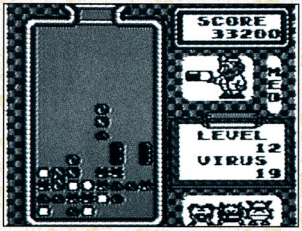
If this all sounds easy Tetris fans everywhere will quickly tell you that it's deceptively simple. If you have trouble completing rows your shapes pile up. When they reach the top of the screen your game is over. To further complicate matters the shapes drop faster and faster as you advance to higher levels of the game. You'll have to think fast – no, don't even think, just react! Gamers can compete for high scores, advanced levels, and even go head-to-head via the Game Link to see whose brain burns out first.

Tetris by Bullet-Proof ($19.95 – Available Now).

Dr. Mario

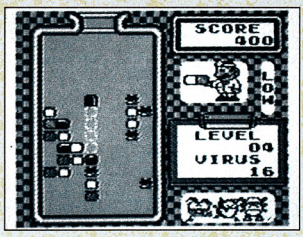
The Doctor Is In

Nintendo's latest puzzler, Dr. Mario, features everyone's favorite game hero in a new role. Mario is trying to eradicate some nasty viruses before they infect the friendly folks of the Mushroom Kingdom.



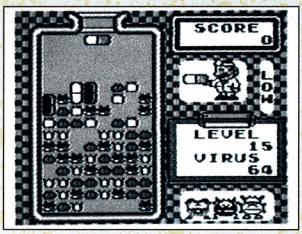
Dr. Mario's prescription for fun.

To stop the viruses Mario tosses vitamin pills into the contaminated pill jar. Each pill is divided into two colors. Your task is to turn the pills to line up matching colors with a similarly colored virus. Line up three colors with a matching virus in either horizontal or vertical rows and you destroy it. To advance past a level you must destroy all the viruses on that level. Of course, as you reach higher levels there are more and more viruses to eradicate. The speed of the dropping vitamin



Matching colors "cure" a virus.

pills increases with every 10 pills. You score points based on the speed of the vitamin pills and the number of viruses you destroy – the more you destroy simultaneously the higher your point score.



The higher levels will make your temperature rise.

If you think this sounds mighty similar to Tetris, your diagnosis is correct. The game has the same feel as the puzzler champ, although not quite as challenging. Dr. Mario features a two-player head-to-head contest via the Game Link. First player to destroy the viruses on three game boards is the champ.

The Verdict

Both of these carts make for puzzler fare that should delight novice and advanced gamers alike. But hey, showcasing pills, vitamins though they may be, is a puzzling decision on the part of Nintendo. For this reason, we'd suggest you "just say no" to Dr. Mario and stick with Tetris (besides it's "free") and the other exciting puzzle challenges out there for the Game Boy.

Dr. Mario by Nintendo ($19.95 – Available Now).

By Charlie T. Aslan

"Quick...give me a six-letter word with an "X" in it!"

That's something you may hear a lot this winter because Super Scrabble from Milton Bradley will be available for the Game Boy. Super Scrabble lets you play versus the computer, head-to-head against a friend (using the link or with one Game Boy), or solitaire against the clock.

SUPER SCRABBLE

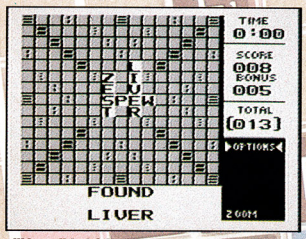
Scrabble is one of the nation's favorite board games with over 50 million sets sold in the U.S. alone. Invented during the Depression by an architect named Alfred Butts, the game has stood the test of time, spawning tournaments with prizes as high as $10,000.

Rules To Live By

If you've never played Scrabble, here are the rules in a nutshell:

The game is played on a 15 by 15 grid board. In the beginning of the game each player chooses seven letter tiles at random for play. The player that goes first must create a word from his letters that's at least two letters long.

Once the first word's in place, the player selects new tiles to replace the ones he used and the next player tries to create another word by adding letters to the existing letters on the gameboard, either horizontally or vertically.



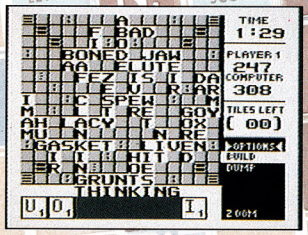
"Liver," huh? I suppose you'll try "pancreas" next!

PROTIP: When playing the computer, keep this two-letter word list handy to get yourself out of tight situations: AA, AD, AE, AH, AI, AM, AN, AR, AS, AT, AW, AX, AY, BA, BE, BI, BO, BY, DA, DE, DO, EF, EH, EL, EM, EN, ER, ES, ET, EX, FA, GO, HA, HE, HI, HO, ID, IF, IN, IS, IT, JO, KA, LA, LI, LO, MA, ME, MI, MU, MY, NA, NO, NU, OD, OE, OF, OH, OM, ON, OP, OR, OS, OW, OX, OY, PA, PE, PI, RE, SH, SI, SO, TA, TI, TO, UN, UP, US, UT, WE, WO, XI, XU, YA, and YE. All of these two-letter words are acceptable in the game of Scrabble.

Triple Word Scores

Every letter has a point value... the less common the letter, the higher its value. A "Z" or a "Q" is worth 10 points; the most valuable letters. Common vowels like "E", "A" and "O" are only worth one point.

Bonus squares play a big factor in scoring. There are Double Word Score and Triple Word Score squares, as well as Double Letter Score and Triple Letter Score squares. Place a word like "Oxidize" over a Triple Word Score square and you'll rake in the points!



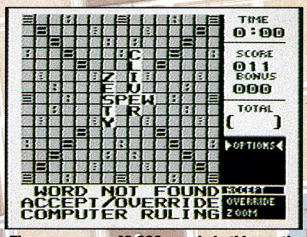
It becomes tough to find a home for all your letters at the end of the game.

If you use all your letters during one turn, it's known as a "Bingo." A Bingo is definitely something to shoot for in Scrabble – it's worth a 50-point bonus.

PROTIP: Use the letter "S" sparingly. If you can't make two words using one "S" you're wasting the letter. "S" becomes extremely valuable at the end of the game when there isn't any place for new words. By adding "S" to any noun you create an entirely new word and collect plenty of points.

Scrabbled Eggs

If you're a Scrabble afficianado, you're going to be very happy with this cart. It remains faithful to the board game and has over 40,000 words in its memory.



There are over 40,000 words in this cart's memory – but "cliver" isn't one of them!

With five different skill levels and a solitaire (playing against a timer rather than an opponent) option, Super Scrabble is great for players of all skill levels. And since there is nothing to hit, shoot, smash, jump over or run through in this game, it is easy to see on the Game Boy. There's even a Zoom feature to get a closeup of any portion of the game board you choose.

The computer got us this time, but just wait...next time we'll use our dictionary.

Playing Super Scrabble is sort of like building a crossword puzzle backwards. Words are all interconnected, but there are no clues to tell you what words to build. That is left to your imagination, and the luck of the draw.

Super Scrabble by Milton Bradley ($27.95 – Available Winter 90).

By Andromeda

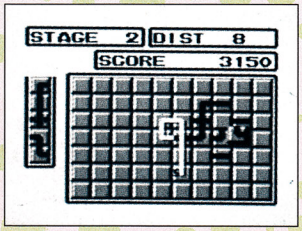
Bullet-Proof Software is on target with a dynamite duo of Game Boy puzzler carts, Pipe Dream and Hatris, guaranteed to scramble more than a few brain cells.

Pipe Dream

Don't Go Down the Drain

In Pipe Dream your job is to strap on your tool belt and build a pipeline from a variety of pipe pieces that are doled out to you by the computer. You can design your pipeline anyway you like. Your goal, however, is to build as long a continuous line of pipe as you can.

So far it doesn't sound so difficult, right? Well, now you're about to find out why plumbers are paid so well. The game features 36 stages, and you build your pipeline one stage at a time. On each screen you'll see a start pipe, which is where the flooz (the goo that runs through the pipes) begins to flow. The computer only gives you pieces of pipe, one at a time, so you'd better hurry! Within a few seconds flooz starts to flow down the pipeline. Everything's OK as long as there's somewhere for the flooz to flow. When the flooz runs out of the end of a pipe, any pipe, the round ends.



PROTIP: Make loops to boost your score. Include special pipes, such as reservoirs, in your loops and you'll boost your score even more.

PROTIP: You accumulate penalty points by leaving unconnected pieces of pipe lying around the screen and by replacing pieces of pipe you've already laid down with new pieces.

Each stage has a predetermined number of pipe pieces that you must use successfully in order to advance to the next level. As the levels advance the flooz flows more quickly, the pipe pieces get more tricky (e.g. one way pipes), and you've got more and more pieces to connect.

Play plumber on your own or hook up with a friend for a little competitive or cooperative plumbing. One round of Pipe Dream will convince you that this is much more than just another wrenching video game experience!

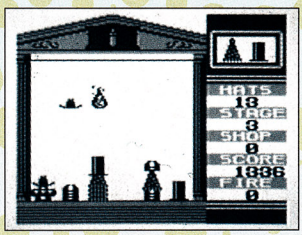
Pipe Dream by Bullet-Proof Software ($29.95 – Available Now, 256k).

HATRIS

A Hat of a Different Color

Designed by the one, the only Alexey Pajitnov (creator of Tetris) and Vladimir Pokhilko, Hatris, a one or two player cart, has you stacking, what else, hats. As the game begins random pairs of different kinds of hats drop onto the screen. You try to stack the falling hats in piles with other hats of the same type. You can switch the two falling hats back and forth, but you can't separate the pair. If you stack five hats of the same kind, they disappear and you score points!

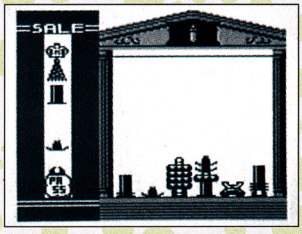
Once you've made a certain stack of hats disappear you get to advance to the next stage. Of course, as you might have guessed, the next stage is tougher. There are more kinds of hats falling, and they fall faster and faster. If your hat stacks reach the top of the screen, you're done for!



PROTIP: Even though your hats drop in pairs you don't have to put them on adjacent stacks. If you drop one hat onto a tall stack and then quickly hit Left or Right on your directional controller, you'll still have time to move the other hat several stacks away to a lower stack.

A few other tricks of the hat trade make this game even more interesting. If you make two stacks of hats disappear with one pair of hats you score a Hatris, and you earn a Fireball.

Once you've earned three Fireballs you get a Helmet! The Helmet is heavy and you can use it to crush an entire column of hats! You can also go shopping in between stages. During the Sales screen you can pick a hat, any hat, and all of the hats of that kind will disappear from the screen.



When the going gets tough the tough go shopping.

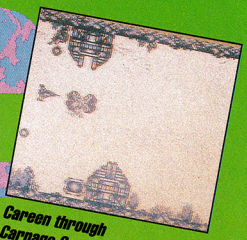
A Hat of a Different Color

Hatris has the same appeal that made Tetris a monster hit. Absorbing game play and especially cute graphics in the NES version ensure that you won't have much time to sit there and scratch your head – you'll be too busy stacking hats!

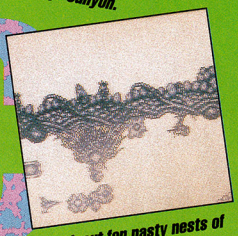
Hatris by Bullet-Proof Software ($29.95 – Available Now, 512k).

NEMESIS

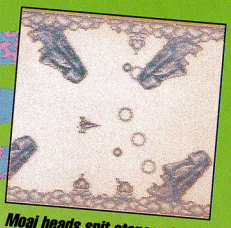
King Nemesis is back! Someone let him out of the solar slammer on a technicality and he's out for revenge–and you know who he's after. As chief of the Interplanetary Police, you're the one responsible for putting the King behind bars in the first place. Now he's ready to put you out of commission for good!



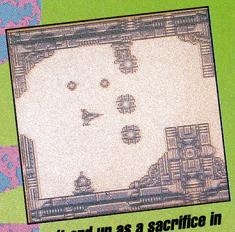
Careen through Carnage Canyon.



Watch out for nasty nests of alien bad guys.



Moai heads spit stones at you.



Don't end up as a sacrifice in the big bosses' Sarcophagus hideout.

Based on Konami's NES monster hit Gradius, this Game Boy Pak sends you into the stratosphere after the nefarious Nemesis one more time. So get ready to climb into your Proteus 911, one of the most sophisticated flying machines ever developed. This state-of-the-art spacecraft can power-up with special weapons including speed burners, lasers, missiles, shields, and deadly dual devices of destruction.

PROTIP: In Nemesis, you can earn more than just the regular power-up capsules that appear when you destroy enemies. Occasionally, special power-ups will also appear that destroy all of the enemies on the screen when you grab them. When you see one of these, dodge and let the screen fill with enemies; wait until the last possible moment to grab the capsule.

A Galactic Tour de Force

Sounds easy, right? Wrong! To even reach Nemesis you'll have to battle through five stages of grueling space combat. Nemesis is holed up in his hideout and he's sent his henchmen after you–and put a billion dollar bounty on your head to boot. This means you're facing a crew of grimly determined alien bad guys in some of the toughest alien territories space has to offer. Battle past the peaks and valleys of Carnage Canyon. Blow up the Pyramids of Pyromania. Dodge the stone heads in the Lair of the Planetary Pirates. Head into the spooky Den of Doom and Gloom. And, finally, face off with Nemesis himself in the Sacrificial Sarcophagus of Saturn.

PROTIP: Use your state-of-the-art Game Boy flying machine to select Levels, Difficulty, Number of star-fighters per game, and Autoshot on or off. This provides an endless variety of challenging gameplay.

The Bad Guys

King Nemesis' evil crew is made up of a cast of characters familiar to Gradius and Life Force fans everywhere. You'll recognize the pesky asteroids, the speeding Reflector, Kull, and Winger ships, and especially the pellet-spitting stone heads called the Moai. The big alien bosses are also disconcertingly familiar! Watch out for the laser-spitting Intergalactic Super Force and the eerie, grabbing Venus Destructo.

PROTIP: You'll find that most of your favorite strategies from Gradius work in Nemesis. The weapons are the same, although it takes a little practice to learn to aim correctly with the two color screen since the weapon fire is more difficult to see.

Go For the Gusto

Nemesis also features special bonus stages hidden in the different levels of the game. If you get into a bonus stage and succeed in grabbing all of the bonus capsules, you'll send your score into the stratosphere. If you get lucky, you might also grab a special 1-Up capsule in the bonus stage.

It's just what every Game Boy fan has been waiting for. Classic NES titles are making their way to the shelves for the Game Boy with some new original twists on the old adventures. Shoot-em-up comes to Game Boy in a big way. And don't forget, Nemesis wants you!

Nemesis by Ultra ($24.95).

WIZARDS & WARRIORS: THE FORTRESS OF FEAR

By Charlie T. Aslan

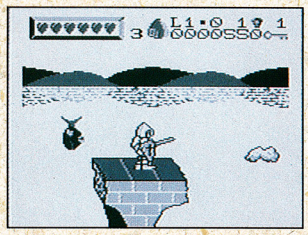
The evil Wizard Malkll is back – and this time he means business! Princess Elaine has vanished, and you fear that Malkll has whisked her away to his dreaded Fortress of Fear at the other side of the treacherous Tangled Woods of Zanifer.

You are Kuros, wielder of the IronSword. Up to now, you're the only one who has successfully challenged the dark powers of Malkll. Can you succeed once again?

The Saga Continues

Wizards & Warriors: The Fortress of Fear is a new one-player Game Boy cart that features great graphics and fast action on a par with Wizards & Warriors, the popular NES version. Here you must conquer five levels of the Fortress of Fear, 18 sectors in all.

PROTIP: At the very beginning of the first level, move a few steps to the right, jump up to the second level, then move as far left as you can. You'll find a key and a bonus point item.



PROTIP: You can ride on most moving platforms (clouds, stone slabs, etc.) even though they disappear off-screen.

You'll find magic items plus food and drink along the way to aid you in your quest. Keep an eye peeled for locked treasure chests. They contain gems and magic, but they can only be opened with a key.

PROTIP: To obtain the Potion of Healing in Level 1-1, go to the far right of the lower level, pick up the key, then backtrack to the treasure chest.

PROTIP: To complete Level 2-0, you must get a key and open the upper treasure chest containing the Boots of Jumping, so you can leap across the large crevasse up ahead. If you die, you lose the Boots, so you must go back and get them again.

Move It, Kuros!

You can make Kuros move left or right, crouch, jump, swing his sword, and stab. The playing screen displays Kuros' life force, the current level and sector, the number of lives remaining, the number of gems collected, the number of keys collected, and the score.

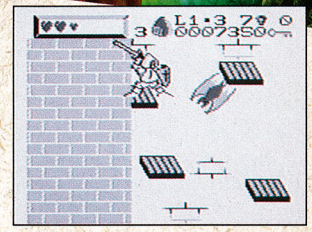
PROTIP: When you move right to left on the top of the wall in Level 1-2, thrust forward with your sword rather than swinging it over your head. Jabbing quickly in front of you keeps the bats and the warriors from touching you.

You begin the game with three lives; however, you'll find miniature Kuros dolls along the way that add one life to your total.

PROTIP: The chest on the lower tier in the middle of Level 1-0 contains a 1-Up. You can reach it by jumping off the cloud when it drops to the bottom of the screen.

PROTIP: Collect as many gems as you can. For every 10 gems you find, you receive a free man.

And you'll need every life you can get your hands on! It isn't long before you're bombarded by bats, punctured by arrows, and otherwise mauled by the malicious minions of Malkll.



PROTIP: When you face the Super Bat on Level 1-3, stay on the top left block. The bat comes at you (he's on the same horizontal level as you), so jump to the bottom left block. When the bat flies off-screen, jump back to the top left block. Now the bat flies vertically from top to bottom, disappears, then moves from bottom to top. Hit the bat as it moves in front of you. It takes approximately 8 hits with your sword to defeat the bat. WARNING: Never remain on the same horizontal plane as the bat, or it corners you and does plenty of damage.

Looking for Adventure?

Fortress of Fear is a great Game Boy adventure. If you like puzzling levels and fast-paced swordplay, give it a go. But don't let that old Black Magic put you in its spell!

Wizards & Warriors: The Fortress of Fear by Acclaim (Price Not Available).

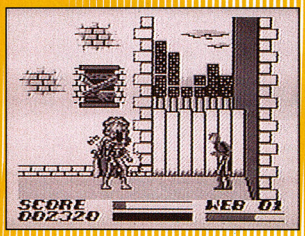
the AMAZING SPIDER-MAN

By Gideon

Great news, Spiderman fans! Now you, too, can swing across the rooftops of New York City and go up against classic Spiderman villains such as Mysterio and Dr. Octopus. Better yet, you can take your adventures anywhere you go with LJN's Spiderman for the Game Boy!

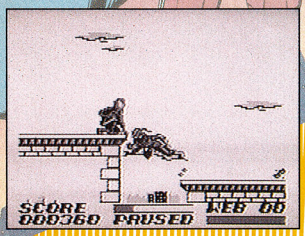
Rescue Mary Jane!

Someone has kidnapped Mary Jane Watson Parker, wife of Peter Parker, who just happens to be your friendly neighborhood Spiderman. As everyone's favorite Web-slinger, you must battle your way through six treacherous levels of goons and obstacles to rescue Mary Jane. You'll fight across city alleyways, parks, and sewers. You even scale a pair of skyscrapers! If you're sharp enough to make it to the end of each level, you still have to face some of Spidey's greatest foes including the Hobgoblin, the Scorpion, Rhino, and Venom! Each villain has different powers and attack strategies, it's up to you to figure out the best way to defeat them with the least amount of harm to yourself.



PROTIP: In Level 1, you face Mysterio. Move counter-clockwise and jump over his clouds of smoke. Hit him as soon as he materializes and jump away. Repeat this move until you beat him!

Spectacular Spider Powers!

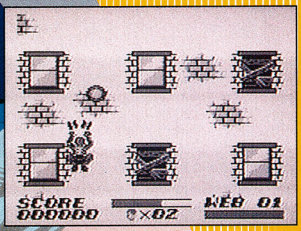


PROTIP: The Green Goblin awaits you at the end of Level 2. Position yourself at the tip of the top roof ledge and kick. The Green Goblin will fly into your kick each time.

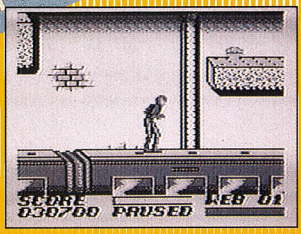
As Spiderman, you punch, kick, jump, and swing your way through the game. Of course, you'll have Spidey's famous Spider Sense and web shooters at your command. Shoot webbing to snare your enemies or to swing over their heads. You only have a limited supply of web fluid, but you can replenish your web supply by knocking down your enemies and picking up the web cartridges that they drop.

Spider Specifics

Spidey gets three lives at the start of each game. Keep an eye on your energy meter; you lose energy every time you're hit or shot. Lose all your energy and you lose a life. To replenish your energy supply, grab all the food items that appear. If you fail, don't worry. You can continue up to four times, and you get to start at the exact point where you died off.



PROTIP: When you crawl up a building in Level 2, crawl between the windows in order to avoid goons that try to hit you with baseball bats. Move to the side as soon as your Spider Sense starts flashing—that means something's being thrown at you from directly overhead.



PROTIP: When Spidey's on the subway on Level 3, leap for the food on the ledges. Jump back immediately onto the subway or you'll be pushed off the screen!

Spiderman should be loads of fun for any Game Boy fan. The gameplay is top-notch, and the funky Spiderman theme is a groove. From the awesome start-up screen to the radical final blowout with Venom, Spiderman is excellent video fun!

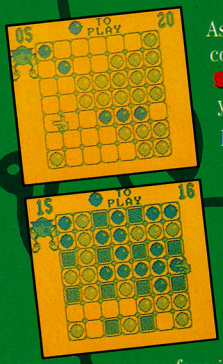
Spiderman by LJN ($29.95).

WARNING

TO GAME BOY PLAYERS
SPOT IS SERIOUSLY ADDICTIVE

SPOT™

THE VIDEO GAME!



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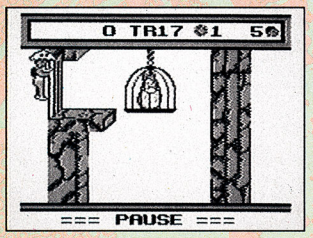
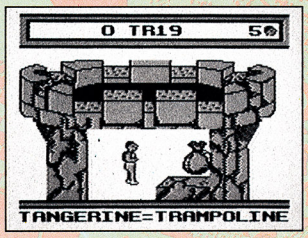
The Rescue of Princess Blobbette

By Abby Normal

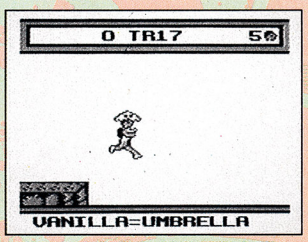
Our old, bendable-buddy Blobert, hero of Absolute's NES hit A Boy and His Blob, is wrestling with another hometown trauma. Blobolonia's resident alchemist has abducted Princess Blobette and is keeping her stowed away in his castle. Blobert (better known as Blob) can't solve this "bloblem" alone, so he calls upon his NES co-star, Earth-Boy, to help him save the malleable gal in distress.



Help me!



PROTIP: You can't open the foyer door without a key. Use Blob as a trampoline to reach the ledge above the door. Here you'll find the beans you need.



PROTIP: Use Blob as either an umbrella or a bubble to float off the ledge where the second bag of jellybeans is located. Search the air thoroughly and you may find enough Peppermints for an extra life.

Full of Beans

This single player game is one of logic as well as action, and you won't get past the front door, let alone the alchemist's maze of traps, unless you understand the blob-by equipment you've got to work with. And beware, this short-lived journey is not broken down into clearly marked Levels.

Via sacks of jellybeans plus Blob's insatiable appetite, you have the power to transform him into a variety of tools (such as a ladder, a bubble, or a wrench) by simply feeding him one of the 15 different flavored beans. A quick rummage through your bag o' beans will educate you on the effects each flavor of bean has on the old Blobster.

Eenie Meanie Beanies

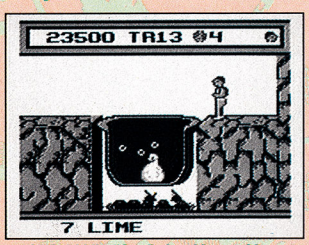
You'll soon discover that certain tools will come in useful time and time again while others may rarely, if ever, be used at all. However, don't disregard these somewhat mysterious beans – they prove to be very valuable when you're up against some of the most difficult, brain-stumping obstacles.

Don't worry about maneuvering the Blob. As long as you continue to whistle (Button B), Blob will happily follow you wherever you go, but don't expect any great acrobatic jumps out of the Boy. He's a pretty zippy runner, but without the Blob he's 100% earthbound.

PROTIP: Be careful when approaching a cliff. Blob may accidentally push you over the edge when you whistle after him.

Also, when you use Blob as a trampoline take care not to press Left or Right or you're in for a very hard (very deadly) landing!

PROTIP: Riddle #1 – Not all gates can be opened with keys – some may be lifted as if they were a car with a flat tire.



PROTIP: Riddle #2 – Refreshing and icy, these beans are strong enough to cool the hottest of fires. Hint: It wouldn't hurt if you were to miss Blob's mouth when you tried to feed him this particular jellybean.

Without a doubt this is one of the most charming game concepts to hit the market. As far as graphics go, these are about as good as they get when it comes to the somewhat limited Game Boy display. The biggest letdown is that the entire journey is just too darn short. Maybe if we tossed Absolute a few jellybeans they'd give us some more?!

***The Rescue of Princess Blobette* by Absolute (Price Not Available – Available Spring '91, 512k).**

BO JACKSON HIT and RUN! Baseball and Football

By Fanatic Fan

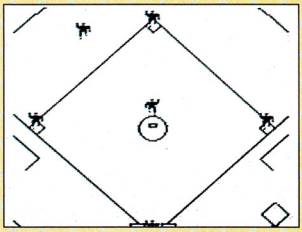
Bo knows baseball! Bo knows football! Bo knows lots of things... but does he know video games?

He certainly knows Game Boy, thanks to the folks at T•HQ Bo Jackson Hit and Run! Baseball and Football is one of the most ambitious GB sports carts to date.

Bo Jackson Hit and Run! Baseball and Football, as the name implies, is two sports crammed into one cartridge. Yep, you read that right – two full sports games in one little GB cart!

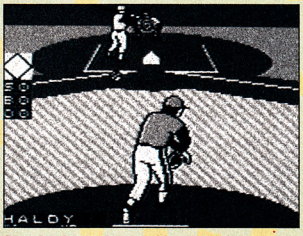
That Baby's Outta Here!

The baseball portion of this cart is an upgrade of the current diamond fare. Your players are fairly small and without detail on the field. But when you're pitching or batting, your character is large, occupying almost two-thirds of the screen.



The players lack detail from this angle...

As the pitcher you can choose from a wide variety of pitches: Slowball, Fastball, Knuckleball, Slider, Curve, Sinker, and Screwball – Cy Young would be green with envy! You can even move the pitcher on the mound, as well as alter the ball's trajectory after it's thrown.



But check out the graphics during the pitcher-batter confrontation.

The batter is able to move from side to side in the box, as well as backwards and forwards. If you tap the A button lightly, you'll execute a bunt, otherwise your player swings freely.

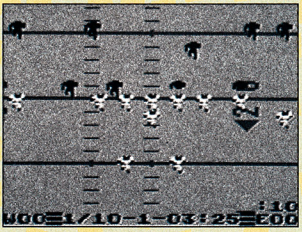
Hummm, Baby

Bo Jackson has most of the details you would want in a good baseball cart. From being able to choose 14 different teams to advice from the Bo-ster himself when you strike out, the baseball portion of Bo Jackson is solid – kinda like Bo!

And Bo should know, considering he struck out 128 times last season!

Crunch Time!

When you tire of swinging lumber at speeding horsehide, strap on those pads and prepare for some heavy hitting. Bo Jackson Hit and Run! plays a mean game of football, too.

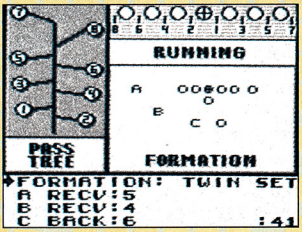


Most of the game uses an overhead perspective.

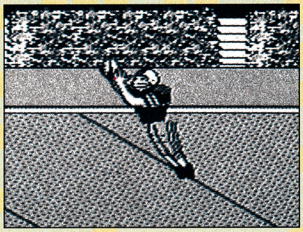
Bo Jackson Hit and Run! uses mostly small characters in the football segment. You'll only see large images of referees and some close-up footage after big plays (interceptions, touchdowns, fumbles, etc.).

"X's" and "O's"

A unique feature of Bo Jackson Hit and Run! is the play diagramming section of the game. On offense, you can essentially "design your own play" by choosing a formation and which zone each of your receivers/running backs will run to. No other football cart has anything close to this feature – amazing for a GB game!



Design your own play.



What a catch!

Endzone Dance

Bo Jackson Hit and Run! Baseball and Football packs a lots of pro features into a little cart. Yo, Bo! Way to go!

Bo Jackson Hit and Run! Baseball and Football by T•HQ (Price Not Available – Available 1st Quarter '91).

By Gideon

Have you got the lightning-fast reflexes and split-second decision making abilities to master the ultimate racing car? You'll find out in Roadblasters, an arcade stalwart now new for the Lynx.

ROADBLASTERS

This road race cum shoot-em-up features 50 treacherous, winding race courses where you hit speeds up to 230 miles per hour! To make things even more difficult, you also have to keep a sharp look out for enemy vehicles, roadside cannons, land mines, and other obstacles.

Road Warriors

The object of the game is to survive a futuristic race rally without crashing into obstacles, running out of fuel, or being obliterated by other vehicles.

To help you along you get a helpful, detailed onboard computer console that displays fuel level, speed, and score, and alerts you to the presence of land mines. It even calls out useful advice at different points of the race.

PROTIP: Advice from the computer at the start of each level hints at what to expect on the road ahead.

If you like to count points, annihilate the competition with your hood-mounted laser. Shoot as accurately as possible, since the hit and miss ratio determines your score.

There are a pack of vehicles (or targets, depending on your perspective) vying for their share of the road. Green cars, orange cars, and motorcycles are slowpokes, so they're easy to pick off. Brown jeeps are slower still, but they swerve into your lane without warning. Blue cars are the meanest machines: They run the fastest, seem indestructible, and always gang up on you in packs.

Aerial Assistance

Fortunately, you have friends from above. An alien spaceship randomly drops special weapons onto your racer. The U.Z. Cannon has rapid fire. The Electro Shield provides a few moments of precious indestructibility. The Nitro Injector turbo-boosts your already impressive speed (but makes your car practically uncontrollable). The Cruise Missile destroys everything on the road ahead for several miles! Each special weapon has limited usage, but the control panel keeps count for you.

PROTIP: Listen for the spaceship engine's distinctive sound and reduce speed to catch the special weapon. You can only have one special weapon onboard at a time.

Fill 'er Up!

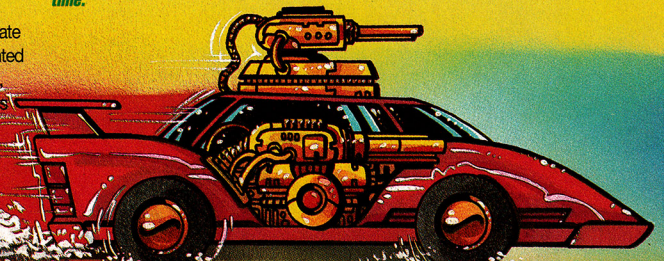
Managing your short-lived radioactive fuel modules is tricky, but critical. In advanced levels, your starting fuel supply barely gets you halfway through the course. To re-fuel, pick up fuel modules that randomly appear on the road, cross a course's midpoint, or successfully complete a level. Your fuel status carries over to each new race, so it's crucial to load up on fuel every opportunity you get!

PROTIP: Accumulating fuel modules should be your top priority!

Roadblasters is an easy game to pick up, but it's extremely difficult to master all fifty levels. Fortunately, at the end of certain courses, you can warp ahead to more advanced levels. Gameplay is very efficient; the directional pad controls speed and steering, and either control button fires weapons. The bright, colorful graphics are identical to its arcade predecessor. Roadblasters is definitely worth taking for a spin around the block!

Roadblasters by Atari ($39.95 – Available Now, 2 Megs).

GamePro Game Rating



Paperboy

Also By Gideon

Extra! Extra! Read all about it! Now you can play the arcade classic Paperboy anywhere you want to with the Atari Lynx! And Paperboy fans everywhere will be elated to know that this version is extremely faithful to its arcade forerunner and is every bit as fun.

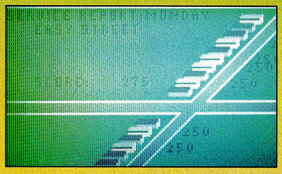
Gimme Some Dough!

You need some spending money, and delivering the local newspaper is the only job around. To your dismay, you discover that your new route is fearfully called "Calamity Way." Over three dozen paperboys have already tried and failed to keep this route!

Flingin' Papers

Your objective is to make it through an entire week (7 days) without losing all your customers – or your lives. At the start of each day, you get a map of the houses on your route. Then, mounted on your trusty bike, you deliver papers to all the yellow houses.

Be careful not to miss a delivery or accidently break a window because these customers will cancel their service. And don't deliver any papers to the creepy non-customers. At the end of each day, your customer map turns any residences you lose into grey non-customer homes.



Study this map in order to plan your deliveries.

PROTIP: If just finishing the game is your goal, make perfect deliveries to the very first house since you only have to keep one customer to continue to the next day. Then you can concentrate on avoiding obstacles and racking up points.

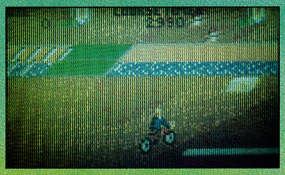
Get Off 'a the Road!

A multitude of hazards stands between you and your deliveries. Keep an eye out for kamikaze trikes, radio-controlled toy cars, road workers, rabid pets, and other nuisances intent upon knocking you off your route! You also have to cross intersections terrorized by speeding bikers and sports car nuts!

PROTIP: Stay on the right edge of the sidewalk in the upper right hand corner of the screen as much as possible. This is the best place to be in order to react to sudden obstacles. Remember, you can ride off the sidewalk onto the road at any time, but you can only ride onto the sidewalk from the road at driveway openings.

Rackin' Up a Score

In addition to completing your week's deliveries, try to accumulate as many points as possible since every 10,000 points scores an extra life. The easiest way to build up your score is to consistently deliver papers to your customers, but you can also accumulate points if you terrorize non-customers by breaking their windows, knocking over their garbage cans, or smashing the gravestones in their front yards. Additionally, you score by ramming obstacles and completing the obstacle course at the end of the day.

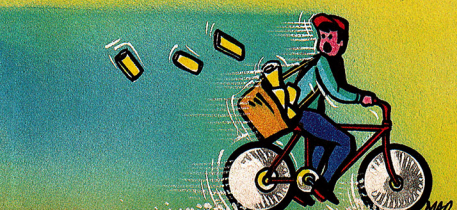


PROTIP: You won't lose a life if you crash during the obstacle course, so take your time.

Comin' Back fer More!

Paperboy shines as well on the Lynx as it does in the arcades. The graphics are nicely detailed, and the gameplay is easy to control. However, arcade vets will notice that the signature Paperboy theme song and sound effects aren't up to par. Despite these minimal shortcomings, this light-hearted game is a welcome change of pace from the usual hack'n slash high jinks and space shoot-em-ups. Paperboy really delivers!

Paperboy by Atari ($39.95 – Available Now, 1 Meg).



GAUNTLET
The Third Encounter

By Gideon

The mazes are back!! Forty treacherous new levels await you and up to three other friends in Gauntlet–The Third Encounter for the Atari Lynx. You've only got your weapon and a lot of guts standing between you and a horde of ghastly nasties, including: spiders, ghosts, giant frogs, walking cacti, scorpions, and even land sharks!

In this game, you're on a quest to find the magical Star Gem that fell from the skies and landed somewhere in the depths of an eerie castle on a nearby mountain. You and your allies must venture through endless winding passages in order to find the hidden doorway to the next level. If you're brave enough and smart enough, you just might fight your way to the last level where the Star Gem is hidden.

Unlike the previous Gauntlet, this game offers a wide variety of new characters for you to choose from. You have your choice of: an Android, an Amazon, a Gunfighter, a Wizard, a Pirate, a Punk-

New characters await you in Gauntlet–The Third Encounter.

rocker, a Samurai, or even a Nerd! Each character differs in his Speed, Strength, Weapons, and Missile levels. Some characters are faster than others but are not as durable when taking hits from monsters. You'll have to put each character through his paces in order to find out which one is perfect for you.

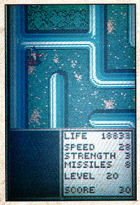
There are a lot of useful items scattered about the mazes that really help you in your travels. Most importantly are apples that increase your life ratings and keys that open the many doors that block your way. There are a variety of ancient scrolls that can revive you when you die, make you invisible from your enemies, increase your life ratings, and repel all enemies from you for a couple of moments, among other things. Located on each level is a computer terminal that displays vital messages or allows you to purchase valuable items for your inventory.

The computer sometimes offers valuable tips and information.

PROTIP: When you fight off enemies, it's best to position yourself in a corner so they can't come up from behind you.

PROTIP: Use your food items as soon as you get them in order to keep space open in your inventory.

Gauntlet–The Third Encounter is radically different from other Lynx games because it features a 90 degree game view to take advantage of the full length of the screen. To play, you have to flip the Lynx on end and hold it upright. The main screen gives you an overhead perspective of the action, and a smaller window at the bottom of the screen provides a first-person perspective that enables you to see things that lie directly ahead of you just off the edges of the overhead screen. At first, it's a little awkward to operate the unit at an upright angle, but it's easy to get used to and soon you'll be blasting away!



PROTIP: Watch out for giant frogs that can jump over walls and other obstacles to get at you!

PROTIP: Drop an object from your inventory to block off passageways. This will help keep nasties away from you as explore each chamber.

PROTIP: Drop gold coin bags first if you ever need space in your inventory. There are more gold coin bags than anything else in the mazes.

PROTIP: Shoot at all the walls and obstacles, some just might blow away to give you easy shortcuts through the maze.

Gauntlet–The Third Encounter is more than a sharp sequel to the original Gauntlet. The choice of extra characters, complex mazes, new nasty villains, and the ability to play it anywhere you go, puts it in a class by itself!

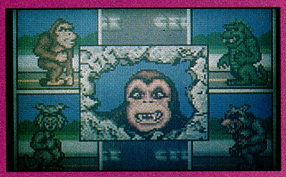
Gauntlet–The Third Encounter by Atari ($39.95).

By Gideon

NEWSFLASH! This just in to our newsroom! A terrible accident at the local chemical lab has transformed a few of the workers into huge monstrous creatures that are tearing up our nation's cities! The armed forces are helpless in their attempts to stop them! Tanks are being crushed! Helicopters are being swatted down like flies! People are being eaten alive!! And the best part is that all this mayhem is happening right in the palm of your hands!

Tiny Giants

Atari has faithfully reproduced the arcade classic Rampage for homeplay on the Lynx. This version comes with all your favorite bashing, smashing, and trashing, plus a new feature – four-player gameplay! You and three friends have the choice of being either Lizzy the Lizard, George the Gorilla, Ralph the Werewolf, or Larry the Giant Rat. Work together as a titanic demolition tag-team or play one-on-one and see who can rack up the most points!



The wrecking crew!

Rampage is perhaps the easiest, most straightforward game you'll ever play. All you have to do is destroy! DESTROY! DESTROY! The objective of this game is to destroy every city until you reach the 40th level where you'll find the scientist with the antidote that can revert your monstrosity to its human form. Rack up points by quickly destroying the buildings, smashing enemy tanks and choppers, and eating as many hapless people as you can!

Although your creature towers over all your opponents, it's necessary to avoid too much damage from tank shells,

PROTIP: Speed up the destruction by smashing all the buildings around you at the same time.

bombs, and machine gun fire, or they quickly whittle down your health units. During your rampage, keep an eye out for

PROTIP: Wait until the expert releases the bomb. Eating bombs decreases health units not to mention giving a bad case of indigestion!

food items and potions that will increase your health units and can make you temporarily invulnerable. Each monster starts with three lives and an extra life is awarded at 100,000 and 300,000 points.

Destructive Delight

Rampage takes full advantage of the Lynx's graphic capabilities and looks almost as good as its arcade big brother. The characters are large, colorful, and well-drawn, and additional touches such as flashing neon pizza signs and terrified citizens running down the city streets are a visual delight! Gameplay is rather limited; however, you just smash through level after level of the same buildings. But, sometimes a mindless, destructive wreckfest is the perfect change of pace from the usual shoot-em-ups and kung fu carts. Rampage is a wreckin' good time!

Rampage by Atari ($39.99 – Available Winter '90, 1 meg).

XENOPHOBE

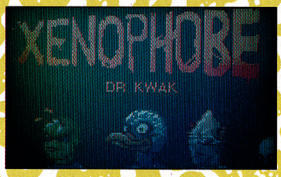
By Gideon

The Merriam Webster Dictionary defines "xenophobe" as: One unduly fearful of what is foreign, and especially of people of foreign origin. However, considering Atari's latest Lynx hit, Xenophobe, a more accurate definition would be: A consuming terror of swarms of hideous alien monsters bent upon devouring your flesh aboard a deserted space station!

Human Hors D'oeuvres

The setting is several hundreds of years in the future, on a planet that's home to the remnants of the population of Earth. This planet is under the constant threat of attack by the dreaded Xenos - a race of nightmare creatures intent upon consuming the entire human race! To defend against further Xenos attacks, a system of nine space stations guards the planet. Now, all contact with the space stations has been ominously cut off! The last garbled transmission warned that they had all been overrun by the Xenos! It's your task, along with up to three other friends via the Comlynx cable, to venture to the stations and eradicate the Xenos once and for all.

You can be any one of nine different characters on this mission, including the old veteran Col. Schickn, the curvaceous Dr. Pink, the half man-half duck Dr. Kwak, and the robot U2 R B52. Once a character meets his end, you can continue as another character until all the characters have died off. In multiplayer games, each player has fewer lives since all Comlynxed players must share the same pool of nine characters.



Choose among 9 different heroes.

In Space, No One Can Hear You Scream!

To begin the game, you beam aboard a deserted space station, and the only way to get off is to seek out and destroy ALL the Xenos aboard. Each station is busting at the seams with all kinds of alien nasties, from the Pods that they hatch from to the large, leaping Snotterpillar that spits slimy phlegm at you!!

Computer screens located in various sections of the station helpfully display the percentage of Xenos that remain as you continue your hunt. Each character begins with 2000 health units which decreases each time you're attacked or hit by Xenos projectiles. Be extra careful of the Critters and the Tentacles, who latch onto you and drain your health units.

PROTIP: Avoid overhead tentacles by crawling and floor tentacles by jumping over them.

PROTIP: An alarm sounds whenever a Critter latches onto you. Throw it off by quickly jumping around.

Levels of Terror

Every space station features a different number of levels, but there are always

XENOPHOBE

eight rooms per level. In multi-level stations, you must use an elevator to move between levels, which offers a brief escape from the carnage. On certain stations, you can venture outside into the alien landscape.

Regardless of where you are, Xenos lurk behind every corner. Be especially wary of Festor, the largest Xenos creature, who pops up when you least expect it and paralyzes you with his telekinetic gaze. He also launches Xenos pods that can bowl you over and hatch new Xenoses.

PROTIP: Break out of Festor's control by hitting the jump button.

Armed to the Max

Fortunately, you have an arsenal of five weapons at your disposal. You begin with a phaser, but you'll discover more powerful weapons such as the Lightening Rifle and the Poofer Gun as you explore each level. Keep track of the maintenance droids; they often carry extra weapons. You'll also come across grenades that can destroy large groups of Xenos at a time.

The robots are your only chance if you ever lose your weapon.

PROTIP: Use all your grenades when your health units dip near zero, since you can't carry grenades over to your next character.

Mission: Impossible

You can use three methods to finish a mission. Method One is to stay alive as long as possible until the Xenos completely overrun the station. You'll automatically transport back to your ship just before the station explodes; however, you won't receive any bonus points for your efforts. Method Two is to completely eradicate all the Xenos in the station. You return to your ship a triumphant hero and reap bonus points galore. Method Three is to locate the Self Destruct mechanism aboard certain stations and destroy them. You are automatically transported back to the ship before detonation, and you receive bonus points for each Xenos destroyed before the station blew up.

PROTIP: Save lives and health units by making some of the stations self-destruct.

Stellar Scarefest

Xenophobe is a faithful adaptation of the arcade megahit. The graphics take full advantage of the Lynx's color capabilities, and the action is fast and furious. The game itself isn't extremely difficult, but the fun of blasting zillions of slimey, goopy aliens makes it an addictingly good time for all!

Xenophobe by Atari ($34.95 – Available Fall 90).

TODD'S ADVENTURES IN SLIME WORLD

By Gideon

Need a break from your squeaky-clean daily routine? Looking for a little excitement and adventure along with trillions of gallons of disgusting, sickening, gut-wrenching SLIME?!? Well, you're in muck, errr, luck! You'll get all that and more in Todd's Adventures in Slime World for the Atari Lynx. You and up to seven other Comlynxed friends are in store for the grossest escapade of your lives!

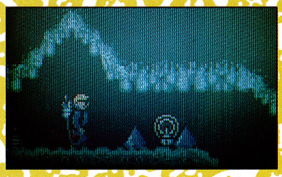
Six Sickening Sojourns

You are Todd, famous intergalactic explorer, and you've located a mysterious derelict starship. Onboard you find a captain's log which describes a planet called "Slime World" that's filled with a vast treasure of priceless Slime Gems.

You throw your ship into a hyper-speed U-turn and rocket straight for Slime World! However, gathering Slime Gems won't be easy because they're scattered within the deepest levels of the planet. And you must venture into the bowels of Slime World on foot! During your quest, you'll trudge, climb, jump, and crawl through hundreds of slime-dripping underground chambers and fight off hordes of repulsive, gooey monsters!

The computer map helps you get out of Slime World!

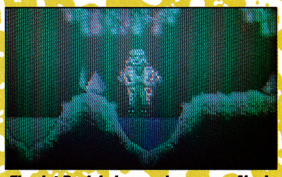
You have your choice of six different adventures! Unfortunately, each time you plunge into the depths of Slime World, you only have a few vague clues to guide you. Fortunately, you have a hefty arsenal of weapons at your disposal. In addition to your laser pistol, you can find Mega Bombs, Slime Shields, Slime Cleansers, and portable Jet Packs along the way. Your most valuable item is the Computer Map which provides a super-detailed diagram of the winding maze of passages around you.



PROTIP: Setting off Mega Bombs requires extreme caution. Make sure that you can quickly duck into an adjacent chamber as soon as you set one off, or you'll end up charbroiled like everything else!

Slip Sliding Away

You'll be amazed at the multitude of caverns, creatures, and catastrophes awaiting you at every turn. Watch your step.



The Jet Pack helps you keep your Air Jordan's clean.

Carnivorous monsters that lay submerged beneath the slime can swallow you whole! You may also encounter slippery fields of ice, underground rivers of slime, and pulsating orbs that frequently erupt in a shower of green goop!

Try to avoid getting too much slime on yourself. It's deadly stuff that can kill you if you don't use a Slime Shield, find a Super Slime Gem, or rinse off in a pool of clear water.

PROTIP: Since you can only carry one Slime Shield at a time, it's best to activate a shield each time you find a new one. It never hurts to have extra protection!

Social Sliming

With the Comlynx you can get down and dirty with your friends. Slosh through the sludge together or muck around individually. Also, in some adventures you cooperate with each other, in others you get into some serious slimeslinging!

Oozin' to the Max!

Adventure gaming fans will flip for Todd's Adventures in Slime World and quickly find themselves knee-deep in slimey suspense and muck-raking action. This cart is a fine showcase for the full range of the Lynx's video and graphic capabilities. Sharp graphics and an engaging storyline guarantee a fun-filled, messy time for all!

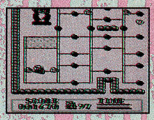
Todd's Adventures in Slime World by Atari ($34.95).

GAMEPRO'S HANDHELD BUYER'S GUIDE

Game Boy

Alleyway*

This cart is a variation on a familiar game theme: you use a paddle to bounce a ball just right in order to knock away blocks in different patterns. You've got a time limit to complete each pattern and the patterns grow more complicated with each new level. Score points by knocking away blocks and by completing patterns and heading to new levels and send your score into the stratosphere. *(By Nintendo, $19.95) (One Player, Action)*



Amazing Penguin

An unwelcome guest, Borbon, is making life in the Kingdom of Penguins very unhappy. Borbon cast a wicked spell over items like pencils and paper clips and turned them into evil creatures. Now they're trapping all of the penguins in the castle. You become Pendrich, penguin hero, and use your speed and agility to beat the clock by removing all of the nasty obstacles from the 40 rooms of the castle. Hey, with a little help from you this classy guy in the permanent tux will rescue the kingdom in no time at all. *(By Natsume, $27.50) (One Player, Adventure)*

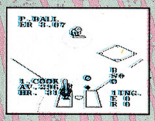
Balloon Kid*

In this cart you make like Mary Poppins by hanging onto a balloon and floating across towns, villages, and forests. Your float through the skies won't be peaceful - you'll have to avoid birds and other critters out to pop your balloon and send you plummeting. Earn points by snagging balloons, including special power-up balloons. Play by yourself, go against a buddy, or try out the special Balloon Mode. Just don't let the bad guys burst your bubble. *(By Nintendo, $19.95) (Two Player, Adventure)*

Camera Shy

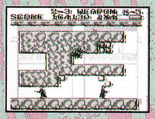
Baseball*

In this first baseball cart for the Game Boy you can take a slew of sluggers out to the ball game, including Mario and Luigi! See how your pitching and hitting skills stack up against the computer or another baseball fan via the Game Link. Game features include a bullpen of pitchers to choose from, the ability to make changes in your line-up, and of course the chance to slam the ball out of the ballpark for a Home Run. *(By Nintendo, $19.95) (Game Link, Sports)*



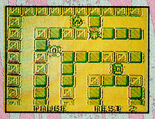
Bases Loaded GB

If Bases Loaded is your favorite baseball cart and you've been depressed because you can only play at home, cheer up! Now you can take this game pak with you to the beach, school, and even the ballpark! The Game Boy version of this cart features two separate perspectives: from behind the pitcher and from behind the catcher. You control the action in the infield and outfield and choose to play either 9-innings or as many innings as you like. *(By Jaleco, $27.95) (Game Link, Sports)*



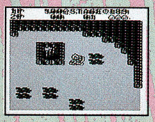
Batman

He's back! The Joker is once again making big trouble for Gotham City and it's time for everyone's favorite Caped Crusader to emerge from the Bat Cave to save the city once again. This adventure takes you through the streets of Gotham City, the Axis Chemical Factory, the dusty Flugelheim Museum, and even the spooky Gotham City Cathedral. You'll have an awesome arsenal of bat weapons to use, if you can find them. Just remember, if you can't beat the big guy the joke's on you! Holy Game Boy, Batman. *(By Sunsoft, $26.95) (One Player, Adventure)*



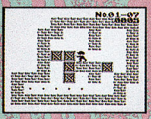
Battle Bull

All was well in the Perseus VI space mining operation until disastor struck in the form of a computer virus infection that caused the mining robots to go berserk. You've been hired to clean up the mess by destroying the virus in the mine. To beat the bugs you'll have to disinfect all 48 maze-like levels of the mine by moving boulders and bashing bugs in the walls and floors of the building. It's a dirty job but you're just the pest control expert to do it. *(By Seta, $29.95) (Game Link, Action)*



Boomer's Adventure in Asmik World

Brave Boomer, a cute pink dinosaur with a lot of class, is off to save Asmik World by destroying the evil Zoozoon. To stop his evil nemesis Boomer must battle Zoozoon's mutant guards as he makes his way through eight different mazes in the dark tower. In the mazes Boomer digs holes to trap the guards, tosses bones, sets off time bombs, and even roller skates while he searches for the key to advance to the next level. *(By Asmik, $24.95) (Game Link, Action)*

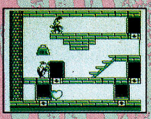


Boxxle

In this puzzler you become a hapless warehouse worker who has to straighten up some rooms in a warehouse by putting boxes in their proper spaces. No problem you say? Well, think again. There are over 100 rooms to straighten, each one more of a mess than the last. It's not going to break your back, but you may bust a few brain cells before you're through! If you succeed in getting the warehouse into shape you can use the edit function to create your own warehouse rooms. (By FCI, $27.95) (One Player, Puzzle)

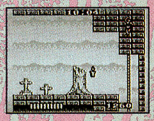
Bubble Ghost

If you think you're experiencing deja vu, relax! You have seen this title before. It's a hit PC game that's just making its Game Boy debut. In this title you become a ghost who must guide a bubble through the maze-like passages of a haunted mansion. Along the way you'll have to avoid hidden traps and other nasty surprises or your bubble will burst in a big way. The game features over 33 different mazes. *(By FCI, $28.95) (One Player, Puzzle)*



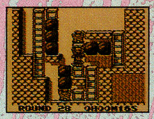
Bugs Bunny Crazy Castle

What's up Doc? Well, everybody's favorite rabbit is out to save his sweetie, Honey Bunny, from Yosemite Sam, Daffy Duck, and even Wile E. Coyote. To rescue her Bugs has to work his way through 80 levels of spooky rooms, creepy chambers, creaking stairs, and more drainpipes than you can shake a carrot at. But with the help of a few cargo crates, some boxing gloves, and a magic potion or two that "cwazy wabbit" and Honey Bunny will be snuggling again in no time at all. *(By Kemco-Seika, $24.95) (One Player, Adventure)*



Castlevania – The Adventure

Simon Belmont, hero of the ever-popular Castlevania series for the NES, makes his way to the small screen in this adventure title. Once again Simon is out to destroy the ever-unpopular Count. In order to succeed he'll have to search for secret items such as hearts, crystals, and other magic as well as survive deadly torture chambers and vampire crypts. And remember, the Count "vants to suck your blood." *(By Konami, $27.95) (One Player, Adventure)*



Catrap

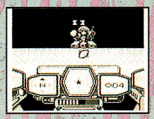
Two young explorers stumbled into a cave one day and were turned into cats by the cave's monster denizens. To escape and break the curse they must work their way through a complex maze, with over 100 puzzles to solve. In each labyrinth they'll have to battle monsters, move stone blocks, and solve the mystery of the maze. This game also lets you use an edit function to create your own mazes! *(By Asmik, $24.95) (One Player, Puzzle)*

Chase H.Q.

Climb into one of America's most-wanted cars (a Porsche) as you take to the streets to track down some of America's most-wanted high speed criminals. An urgent dispatch from headquarters gives you your suspects' descriptions and location and then you've got to use your turbo-charged Porsche to maneuver down miles of twisting roads in hot pursuit of the bad guys. *(By Taito, $26.95) (Two Player, Action)*

The Chessmaster

If you need a way to occupy yourself during a long car trip, or even if you're just short a partner for a game of chess, here's the solution to your problem. This powerful chess game pak provides you with a playing adversary, a partner, and even an instructor. There are 16 different levels of play and a library of over 150,000 opening moves. Whether you're an expert or a novice you'll be well on your way to becoming a master in no time at all. *(By Hi Tech Expressions, $24.95) (One Player, Family)*



CosmoTank

It seems Earth has been invaded by bugs – space bugs! So you must command the Tiger Alpha-1 super fighting vehicle on a mission of intergalactic pest control. Visit five bugged-out worlds to seek out and destroy the insects infesting each planet. It's a vehicle simulation, a shoot-em-up, and an adventure game all rolled into one. *(By Asuka, $29.99) (Game Link, Adventure)*

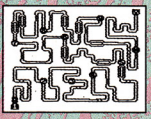
Daedalian Opus

Take a journey in your mind to an ancient land, Daedalus. Here the law of the land is symmetry and time. You confront a myriad of shapes and blocks. Your challenges are similar to jigsaw puzzles, requiring that you take a series of shapes and fit them successfully into differently shaped boxes. To successfully master this challenge you must use the art of Daedalus and the power of your mind to solve the mysterious riddles of the blocks. *(By Vic Tokai, $24.98) (One Player, Puzzle)*

Camera Shy

Days of Thunder

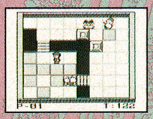
So what if you've never driven a high-powered stock car before. Climb behind the wheel of this super-charged machine for racing action based on the stock car action from the movie Days of Thunder. You'll get to spin your wheels in eight different races on seven different tracks. Pick your own car, customize it for speed and handling, and then get ready to make a mad dash for the checkered flag. *(By Mindscape, $27.95) (One Player, Sports)*



Deadheat Scramble

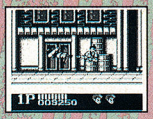
How about a little off-road action – Game Boy style. In this cart you climb into a jazzy off-road vehicle and head down a half-pipe at top speed. The pipe is filled with obstacles, including posts, rocks, and other things that you've got to dodge or die. You'll also find special items in the pipe, such as explosive Nitro and a clock to freeze your timer. Altogether there are ten grueling off-road stages, each with a time limit. Get ready to go off-road and scramble for the finish. (By Electro Brain, $27.95) (Two Player, Adventure)

Dexterity



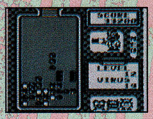
Join little Dexter Doolittle as he journeys through his magic puzzle rooms. You guide him as he jumps from tile to tile, flipping them over. As he jumps he must dodge falling blocks and capture strange creatures of all shapes and sizes. Daring Dexter also investigates special magic puzzle rooms where he can munch on cherries, apples, watermelon, and ice cream for bonus points. But Dexter's life isn't all fun and games because at any moment he could run into the Scary Skull! It's 30 rounds of nimble-fingered action! (By SNK, $27.95) (Game Link, Action)

Double Dragon



Martial arts expert, Billy Lee, is once again trying to rescue his kidnapped girlfriend from the clutches of the Black Warrior gang and the mysterious Shadow Boss. Billy battles the bad guys using his famous repetoire of moves, including uppercuts, over-the-shoulder throws, elbow punches, jump kicks, and hair pull kicks. He'll also use boxes, rocks, and other items he can grab from the toughs. It's seven levels of high-flying martial arts action. (By Tradewest, $29.95) (Game Link, Arcade)

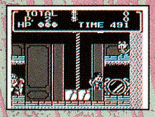
Dr. Mario*



The Doctor is in and he's out to eradicate a swarm of nasty viruses in this brain-teaser. Multi-shaded vitamins fall from the sky and Dr. Mario has to grab them and stack them according to pattern and shape. If he forms the right patterns he scores points and destroys the pesky viruses. Similar to Tetris, this cart combines the fun of a puzzler with the personality of the infamous Mario. *(By Nintendo, $19.95) (Two Players, Puzzle)*

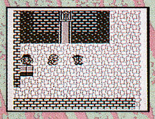
Dragon's Lair

Now, this arcade smash hit is available for the Game Boy! Accompany everyone's favorite knight, Dirk the Daring, as he battles his way through evil Mordroc's castle. To successfully vanquish the deadly fire-breathing dragon and rescue Princess Daphne, Dirk will have to avoid countless traps and creepy creatures in this remake of an epic video adventure. *(By CSG Imagesoft, $24.95) (Two Player, Adventure)*



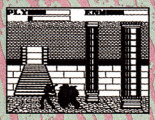
Duck Tales

Everybody's favorite skinflint, Uncle Scrooge, is back. Join him as he travels across five lands, including the Amazon, the Himalayas, Transylvania, and even the Moon, in search of five lost treasures. Yes, Scrooge is ready to risk life and webbed limb, with a little help from his nephews Huey, Duey, and Louie, all for the thrill of adventure...and of course the love of money! *(By Capcom, $29.95) (One Player, Adventure)*



Final Fantasy

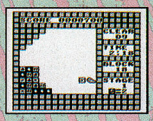
Become part of the Final Fantasy legend as you take a journey through four worlds: Land, Ocean, Space, and Future City. Your quest is to save Paradise from the evil Ashura Devils. Fortunately you don't have to go alone. You'll meet friends who'll join you on your journey and help you defeat the dark forces. Along the way you'll collect special weapons and items, increase your strength and power, and vanquish dangerous beasts and bad guys. It's an epic role play adventure! *(By Square, $34.95) (One Player, Role Play)*



Fist of the North Star

To prove that you're King of the Universe you'll have to battle ten of the world's best fighters. You are Kenshiro, otherwise known as Fist of the North Star. You'll battle each of your worthy opponents one-on-one in an arena from which there is no escape. Each of your opponents has many dangerous moves and tricks to use against you. Of course you've got more than a few slick moves of your own to pull. Victory will be yours before you know it. *(By Electro Brain, $24.95) (Two Player, Action)*

Flipull



In this puzzler your job is to knock the blocks off assorted piles of cubes by matching up the different patterns - and you've got to do it before time runs out. There are 50 different levels, each one more intricate and complicated than the last. As you get the hang of the game you'll be able to wipe out multiple cubes for bonus points, grab magic cubes, and make increasingly complicated patterns. It's mental aerobics to the max! *(By Taito, $24.95) (Game Link, Puzzle)*

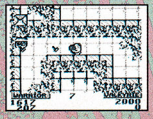
Fortress of Fear

It's the first Game Boy installment of the ever-popular Wizards and Warriors series. This adventure features the knight warrior Kuros in a battle again the evil Wizard Malkil. It's the ultimate in adventure as Kuros battles an array of deadly foes, from two-headed eagles to slimy serpent beasts. *(By Acclaim, $27.95) (One Player, Adventure)*

Gargoyle's Quest

In this spectacular cart you begin a quest that takes you over land, fire, and water as you seek to destroy an evil Gargoyle race and discover the heir to the Magic Flame. Instead of your typical armor-clad hero you play a thick-skinned gargoyle, complete with leathery wings and 12-inch claws. Collect magical items to increase your flying ability, strength, and jumping power as you battle the deadly evil gargoyles. *(By Capcom, $29.95) (Two Player, Adventure)*

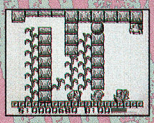
Gauntlet II



Yup, this classic is back, along with your four favorite legendary heroes and heroines – Thor, Thyra, Questor, and Merlin. Once again you must search the Dark Dungeons for treasure, magic, and power as you battle ghosts, grunts, demons, sorcerers, and fire-breathing dragons through a multitude of devilishly difficult mazes. Based on the arcade smash, this fantasy adventure has the same features that made the original Gauntlet a mega hit. *(By Mindscape, $31.95) (Game Link, Arcade)*

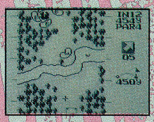
Ghostbusters II

Boo! The Ghostbusters are back, but this time they're busting ghosts in your nearest Game Boy. Based on the movie of the same name this cart lets you assist any of the four Ghostbusters, including Bill Murray, in cleaning up the Big Apple and rescuing a kidnapped baby. Use your trusty Proton Blaster, plus other zany devices, to clear 13 ghost-filled levels plus bonus stages of ghosts. Who ya' gonna' call? Ghostbusters! *(By Activision, $24.95) (One Player, Adventure)*



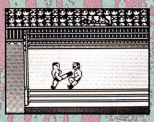
Godzilla

In this adventure the infamous reptile is trying to rescue his kidnapped son, Minilla. Ghidrah, Hedrah, and Rodan have stashed Minilla somewhere in a massive 64-puzzle labyrinth. To find him Godzilla must work his way through each labyrinth, advancing only after he has destroyed all of the rocks on each level. Using his sharp fangs, mighty blows, and his destructive death ray Godzilla plans to rescue Minilla quickly, with a little help from you! *(By Toho, $29.50) (One Player, Adventure)*



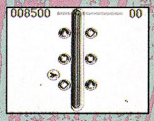
Golf*

It's everybody's dream. Play golf anywhere you like and you don't have to wear funny clothes or tote around a heavy bag of clubs. Check out the course from the player's view or a bird's eye view. You call the shots, picking the correct club, checking out the wind direction, and using a power meter to adjust the force of your shot. If you're really good you might even rack up a hole in one. Fore! *(By Nintendo, $19.95) (Game Link, Sports)*



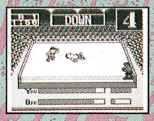
HAL Wrestling

Get ready to climb into the smallest wrestling ring yet to battle against some pretty savage wrestling opponents. Show them all of your moves – throw them in a headlock or throw them on the mat. Go one-on-one against the computer or a buddy, or captain a four-man team against another team in a series of championship matches. Just try not to grunt out loud when you get smashed to the mat in public places! *(By HAL America, $28.95) (Game Link, Sports)*



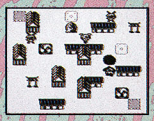
Harmony

Here's an unusual twist for a puzzle title. Your task is to bring orbs together harmoniously. To do this you must maneuver around various orbs with different shapes inside of them, matching similar orbs together before they explode. Barriers and elastic strings work against you by binding the wrong orbs together. You must work quickly before the entire situation becomes explosive! *(By Accolade, $29.95) (One Player, Puzzle)*



Heavyweight Championship Boxing

Get ready to go 12 tough rounds with six tough boxers from around the world. Each boxer has his own strengths and weaknesses – you just have to figure out what they are! But, hey, you've got your own set of moves, including hooks, jabs, upper-cuts, and a dynamite knockout punch! The game features two special views – from the perspective of the audience and from right behind your gloves! *(By Activision, $24.95) (Game Link, Sports)*



Heiankyo Alien

It's 1,000 years ago in ancient Japan. A peaceful village is being threatened by monsters who are preparing to attack and destroy their city. You must save the city from invasion by digging traps to capture the hideous aliens and bury them alive. It's up to you to figure out where and how to dig the traps to stop the most monsters. Destroy all of the aliens before your Knight is captured and you get to move on to the next level. *(By Meldac, $24.99) (Game Link, Action)*

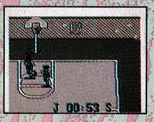
The Hunt for Red October

Based on the Paramount Pictures' movie this game pak takes you on an ultra-secret mission. You become captain of the Red October, Russia's secret missile submarine. Your mission is to successfully defect to the United States. The game itself is a deep-sea simulation where you evade detection, destroy your enemies, and guide Red October into the safety of U.S. waters. *(By Hi Tech Expressions, $24.95) (Two Player, Action)*

Camera Shy

Hyper Lode Runner

Visit Earth in the far-off future. Times are troubled, and the Red Lord of Darkness holds millions of prisoners in his Labyrinth of Doom below the planet's surface. The only hope for overthrowing the Red Lord is a counter-revolution. Here's where you come in. As the last of the Lode Runners you've got to journey into the Labyrinth, battle the cyborg mutant zombies, and bring out a lode of gold big enough to finance the revolution. *(By Bandai, $24.99) (Game Link, Action)*



In Your Face

Based on the hot NES title, Hoops, this basketball cart has the same fast-paced street ball action. Go One-on-One, Two-on-Two, pick winners' or losers' outs, play offense and defense, and even choose between different styles of gameplay and a tournament mode. You can play alone against the computer or take on a friend. This is down and dirty roundball, playground style! *(By Jaleco, $27.95) (Game Link, Sports)*

Ishido

Based on the ancient tradition of stone games this cart is a board game played with, what else, stones. The stones have different symbols on them. Players take turns placing them on the board to score points by matching up the stones in various combinations. Play solitaire, take on the computer, or go head-to-head against another player. It's an absorbing and complicated game. You'll find yourself hooked on "The Way of Stones." *(By Nexoft, $29.99) (Game Link, Family)*

Jeopardy!

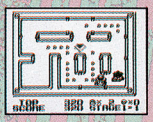
The answer is: Jeopardy! The question is: What is a T.V. classic coming to the small screen? This game show classic is making its way to a Game Boy near you. Now you can play Jeopardy! whenever and wherever you want. The title features all of your favorite categories and enough questions to keep you more than busy busting brain cells. *(By Gametek, $34.95) (Game Link, Family)*

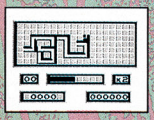
Kwirk

Join Kwirk, the super cool vegatable dude, as he tries to solve a puzzling pickle of a problem. Kwirk has to search for his gal, Tammy Tomato, through hundreds of different mazes. This cart features three different types of puzzle games and multiple skill levels, not to mention the coolest cucumber this side of your favorite vegetable patch – Kwirk: The Chilled Tomato. *(By Acclaim, $27.95) (Game Link, Puzzle)*

Lock N' Chase

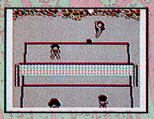
This one puts you on the wrong side of the law as an international diamond thief on the run. The police are hot on your heels, and you'll have to find your way through six levels of twisted mazes and bonus rounds as you search for loot – cash and gems. Score big by avoiding the cops and amassing a priceless stash. This is one time when crime does pay! *(By Data East, $24.95) (One Player, Adventure)*





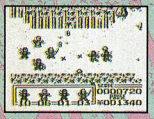
Loopz

Here's another variation on the puzzler theme. In this cart you grab game pieces of varying shapes and sizes that randomly appear on screen. Once you've grabbed the pieces you rotate them and move them around to form loops. When you make a complete loop it disappears and you score points. The more complex the loop, the more points you score! In a two player game you can race to finish your own loop or work on one loop together. *(By Mindscape, $27.95) (One Player, Puzzle)*



Malibu Beach Volleyball

Make the beach scene for some sports action, volleyball style. This cart pits the best men's and women's crews against each other in beach volleyball action that's hotter than the sand. You'll get a chance to pull of of your "cool" moves, including spikes, sets, and serves. Can you dig it? *(By Activision, $24.95) (Game Link, Sports)*



Mercenary Force

Travel back in time over one hundred years to the mighty Shogun Era. You become Shogun Tokugawa and lead a force of mighty warriors in an attempt to defeat the Lord of Darkness and his fearsome army who are terrorizing the countryside. Battle 54 different enemy demons in six stages. You select the composition of your battle force, including warriors such as the Samurai and the Monk, and their strategic fighting formations, as you unleash the Mercenary Force. *(By Meldac, $29.95) (One Player, Adventure)*

Monster Master

If you're brave enough you can journey deep into the underground maze of this dark, dank castle. Pick from over 20 different missions that take anywhere from 15 minutes to an hour to complete. You may find yourself slaying an evil demon or even rescuing a princess in distress. Use your Quest Map as your guide while you navigate the mazes and battle evil monsters. Based on a popular Japanese comic strip, this one will test your skill and endurance. *(By Sofel, Price Not Available) (One Player, Adventure)*

Motocross Maniacs

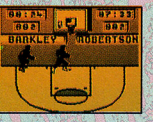
Hey, maniacs, get ready to climb on board for a little down and dirty moto action. If you're a fan of dirt biking here's your chance to make the scene without getting any mud on your boots. Rev up your engine and head for hundreds of obstacles, including loops and ramps. You'll even be able to use a Nitro Turbo feature to boost your way to victory. Eight championship tracks and three different skill levels make for marvelous moto madness. *(By Ultra, $24.95) (Game Link, Sports)*

Mr. Chin's Gourmet Paradise

Mr. Chin is hungry, and he's hot in pursuit of his favorite treat - peaches. This greedy gourmand has to eat as many peaches as he can before anyone else discovers how to grab these tasty snacks. As Mr. Chin you chase the mysterious momos (such as Slow-Mo, Yo! Mo, and Oh-No! Mo) and turn them into peaches with your Demoe Beam. To catch up with the Mo's you'll have to navigate through a Mario-like atmosphere, including tricky jumps. It's a cart with a delicious twist. *(By Romstar, $29.95) (Two Player, Action)*

NBA All-Star Challenge

Get ready to go head-to-head with your friends in hoops action that features some of the biggest names in the NBA – one superstar player from every NBA team. The game includes foul shooting, Around the World, and one-on-one play action in round-robin tournament action. It's sneaker-squeaking action and you won't even break into a sweat. *(By LJN, $27.95) (Game Link, Sports)*



Nemesis

Climb into your Proteus 911 starfighter and get ready to head for the stars to destroy King Nemesis in this space shoot-em-up. The Proteus is equipped with six attack weapons. Battle through five levels and two hidden bonus stages while you search for power-ups like force fields, speed burners, double guns, and lasers. If you loved Gradius and Life Force, Nemesis is for you. Now you can battle some of the most infamous video gaming outer space foes of all time whenever you want! *(By Ultra, $29.95) (One Player, Action)*

NFL Football

This is the first football title for the Game Boy, and also the only football title NFL licensed cart. The game pak features 11-on-11 football action for one or two players with 28 different pro teams. You control offense and defense by picking your own plays, whether it be a 5-2 formation on defense or a daring "Hail Mary" pass to score the winning TD. Each game is four quarters long. *(By Konami, $24.95) (Game Link, Sports)*

Ninja Boy

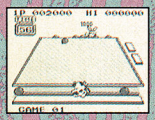
Using your unusual martial arts skills (such as the Phantom Flip), your Legendary Sword, and even your Winged Boots you're out to defeat the Demon Army and its evil boss, the Dragon Shogun. Based on the NES title Kung Fu Heroes, this game pak takes you through 32 different stages in eight different worlds in quest of the evil lord and his minions. Bonus stages, warp zones, and other hidden secrets keep the action unpredictable. *(By Culture Brain, $26.95) (One Player, Adventure)*

Paperboy

This classic title has been released on just about every system, and now it's on the Game Boy, too! Hop on your favorite bike and head for the peaceful avenues of suburbia to deliver a few papers. Unfortunately suburbia is not as peaceful as it once was. Robbers, kids on big wheels, vicious dogs, and even racing roadsters make your route a tough one. While you're dodging all of these obstacles you still have to deliver papers to all of your subscribers, avoid broken windows, and simply survive to the end of the street! *(By Mindscape, $27.95) (One Player, Arcade)*

Penguin Wars

What do you get when you pit a bunch of cute animals, including a penguin, a rabbit, a bat, and a cow rolling balls at each other across a table. Penguin Wars, of course. You pick which crazy animal character, each with different abilities, you want to be and then start rolling balls as fast as you can. Your opponent across the table does the same and tries to knock you down while he's at it. First one to roll all the balls to the other side wins. *(By Nexoft, $29.99) (Game Link, Action)*



Pipe Dream

Get ready to plumb the depths of your creativity while you test your wits, reflexes, and ingenuity. It'll take more than a wrench to solve this puzzler. It seems that a stream of soggy sewage called "flooz" is flowing down a pipeline. The problem is that the pipeline is open at one end. You've got to build new pipe faster than the flooz, or you'll have one big mess on your hands. The game features 256 levels, bonus rounds, and expert modes. *(By Bullet Proof Software, $29.95) (Game Link, Puzzle)*

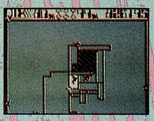
Power Mission

Take to the high seas for war simulation. You select and deploy your own fleet of war vessels (seven different ones to choose from). Go after the enemy and track them down using your radar. Once you've located them, it's up to you to attack with missiles and other powerful weapons to sink the enemy fleet. There are ten different stages overall, each with an enemy fleet more powerful than the last. It's a fight to the finish. *(By NTVIC, $29.95) (Two Player, Adventure)*

Camera Shy

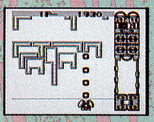
Q-Billion

Mr. Mouse would like you to help him solve over 120 different kinds of puzzles by flipping tiles with different symbols on them, including stars, hearts, numbers, and even cute animals. There are six different types of puzzle-games altogether, and you can play each against the computer or a friend. If you solve all of Mr.Mouse's puzzles, then you can use the built-in editor to create some puzzles of your own. *(By Seta, $26.95) (Game Link, Puzzle)*



Qix*

Here's an unusual title, based on an arcade classic, that takes a combination of drawing skill and quick reflexes to beat. Your job is to draw shapes. If you can draw enough shapes to cover 75% of the playing field,you get to advance to the next stage. This is more difficult than it sounds because while you're trying to draw enemies (i.e. Qix and Sparks) try to stop you from completing your shapes. This one is a kick! *(By Nintendo, $19.95) (Game Link, Arcade)*



Quarth

If you love puzzlers get ready to be Quarthified. In this mind-bending cart differently shaped blocks drop from the top of the screen and you have to form them into squares so that they blast into smithereens before they hit the ground. You get to choose from six different Blockbuster attack ships, three different competitive levels, and ten different stages. You can even grab power-ups to help you speed up, stop, or distintegrate the blocks for blockbusting action. *(By Ultra, $24.95) (One Player, Puzzle)*

Radar Mission*

Hey would be sailors, head for the high seas with this Game Boy title from Nintendo. Choose between two different naval adventures. Climb into a submarine and head underwater to track the enemy via your sophisticated sonar and periscope vision. When you sight the enemy line up your target and fire your torpedoes and guns. The other mission enables you to track an enemy fleet from the bridge of your very own battleship. When you spot the enemy use your guided missiles to sink them. *(By Nintendo, $19.95) (Two Player, Action)*

HAND-TO-HAND COMBAT

DOT MATRIX WITH STEREO SOUND

BATTERY

Nintendo GAME BOY™

SELECT START

B A

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BATTERY

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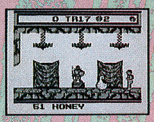
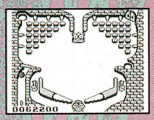
The Rescue of Princess Blobette



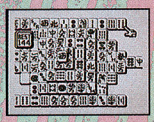
The Boy and the Blob are back. This time they're on an adventure that has them risking life and blobbed-limb to save the lovely Princess Blobette. It seems Blobette has been kidnapped by the Evil Alchemist and is being held hostage in his castle. The Boy and the Blob are trapped in one tower of the castle and must escape from the tower and roam the castle's mazes, avoiding lots of traps, to find Princess Blobette and save her. *(By Absolute, Price Not Available, One Player, Adventure)*

Revenge of the Gator



Here's pinball with a reptilian twist. As you rocket your ball through four scrolling screens of action you'll find a horde of hungry 'gators. But before you get ready to turn these babies into handbags remember that they just may be on your side. When they swallow your ball sometimes you find yourself in one of four secret bonus areas. Go it alone, compete for score, or go head to head. And wait till you see them 'gators dance! *(By HAL America, $26.95) (Two Player, Pinball)*

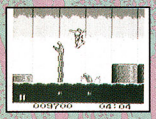
Shanghai



It's over 2500 years old and less than a year old. No, this is not an ancient Chinese mystery; it's based on the ancient Chinese game of Mah Jongg. In Shanghai you unravel five increasingly difficult stages by matching tiles. Each game is different as the tile variations for each of the five levels is different every game. Use traditional Mah Jongg tiles, or an easier to learn Alphabet tile set. The game even has a tutorial to teach you how to play. *(By HAL America, $26.95) (One Player, Puzzle)*

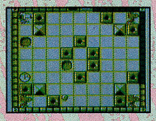
Side Pocket

Five ball in the side pocket! If you like a little billiards action but the time and place isn't always right, your troubles are over. Now you can chalk up your cue whenever and wherever you like simply by sticking Side Pocket in yours. Featuring all of the aspects that make pool one of America's favorite pastimes this cart is just right for fanatics and beginners alike! *(By Data East, $24.95) (Game Link, Sports)*



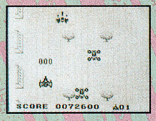
Skate or Die: Bad 'N Rad

Hey dudes, get ready for some totally bad 'n rad board action. Use all of your most gnarly moves as you compete in seven levels (four entry and three Bad 'N Rad) of both vertically and horizontally scrolling action. Watch out for sewer pipes, riptides, and even man-eating lizards while you scope out the action and hunt for ice cream and pizza to power yourself up. And remember, if you want to rescue the Queen of Vileville, it's Skate or Die! *(By Konami, $29.95) (One Player, Adventure)*



Snoopy's Magic Show

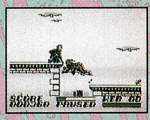
Snoopy's latest hobby is magic, and he's pulling Woodstock into the act. Unfortunately Snoopy's Magic Ball Trick went hay-wire, and now Woodstock is trapped and Snoopy has to save him. To save Woodstock Snoopy has to maneuver through 50 levels of mazes, each complete with illusions and magical spells, as he tries to collect the multiplying Woodstocks. There's enough here to challenge even the greatest of magicians. *(By Kemco-Seika, $24.95) (Game Link, Adventure)*



Solar Striker*

Climb into a snazzy space ship as you blast off in search of space shoot-em-up adventure. To beat the game you've got to battle your way through six alien-infested levels as you head for the heart of the planet. Snag power-ups and blast pesky aliens. If you're good, really good, you just might wipe the alien scourge off of the planet. *(By Nintendo, $19.95) (One Player, Action)*

Spiderman

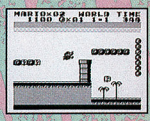


Spidey's got big problems. A nasty group of mutants has kidnapped his wife, and they're threatening to "neutralize" her if their demands aren't met. If the Webslinger doesn't get her back, something terrible is going to happen. So rev up your web spinners and get ready to tackle the likes of the Green Goblin, Mysterio, Dr. Octopus, and some of your other favorite comic book baddies. Hey, nobody ever said life as a superhero would be easy. *(By LJN, $27.95) (One Player, Adventure)*

Super Scrabble

What's as American as apple pie? Scrabble, of course! Now you can play this classic game anywhere you want, and you don't have to worry about losing any tiles. The cart features ten different skills levels, a built-in 40,000 word dictionary, letter racks, score panels, a time clock, plus all of the features of the original Scrabble. Play on your own against the computer or take on a friend. This one is as addicting as...well....as the original game! Imagine the possibilities. How about a three letter word, FUN! *(By Milton Bradley, $24.95) (Game Link, Family)*

Super Mario Land



It's another adventure for everybody's favorite video game hero. In this cart Mario must traverse deserts, climb underground passages, dive underwater, and fly through the skies as he tries to rescue the kidnapped Princess Daisy. He also faces a crew of new villains, including spiders and man-eating fish. Join Mario for four new worlds of action – each with three levels, an evil Boss to battle at the end of each world, and even bonus games! Mario's the guy who started it all, and he's still hanging tough. *(By Nintendo, $19.95) (One Player, Adventure)*

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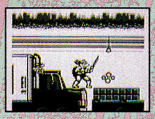
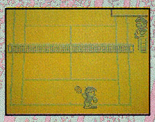


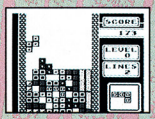
Teenage Mutant Ninja Turtles: Fall of the Foot Clan

In this adventure everybody's favorite heroes in the half-shell – Michelangelo, Leonardo, Donatello, and Raphael – are out to rescue April from Shredder once again. The action takes place in five New York levels and three hidden bonus stages. The mutant amphibians have to battle twenty ferocious enemies and Super High Karate Dudes at the end of each level using all of their favorite turtle weapons. *(By Ultra, $29.95) (One Player, Adventure)*



Tennis*

Get ready to head for the courts but forget about your racket – all you'll need is a Game Boy and this game pak. Fast serves, great groundstrokes, and just plain smooth moves are the name of this game. You can take on the computer in one of four different difficulty levels, or challenge another pro to go head-to-head via the Game Link. Tennis, anyone? *(By Nintendo, $19.95) (Game Link, Sports)*

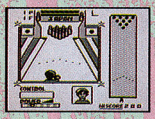


Tetris

The one, the only, the original puzzler challenge that turned everyone on to these mind-bending carts. Designed by Alexey Pajitnov from the USSR, this title (if there's anyone out there who hasn't seen it yet) has players juggle shapes falling from the top of the screen so that they land and form unbroken rows – single, double, triple, or the big-scoring Tetris! Completely addicting and an all-time gamers classic this one is a must. *(By Nintendo, Comes with Game Boy Unit) (Game Link, Puzzle)*

Wheel of Fortune

Wheel.....Of.....Fortune is spinning off of the big screen into your living room. Get ready, Wheel fanatics – now you can spin yours whenever you have the urge! Put the wheel right in your pocket and go! There's over 1,000 puzzles to solve. You solve each puzzle by spinning the wheel and buying letters as you try to guess the hidden phrase or words. Spin the wheel as hard as you like. Win "cash" or other dream prizes. Hey, they've even got the "Wheel of Fortune" theme music! *(By Gametek, $34.95) (Game Link, Family)*



World Bowling

Now you can play one of America's favorite pastimes whenever you like without even having to rent any shoes! Compete in bowling competitions in Japan, China, USA, Canada, France, and England. Hey, but you've got to make the qualifying scores to stay on the world tour. Game play is one or two player scratch bowling, and you pick your player and the weight of your ball. Get ready to bowl, bowl, bowl all the way home! *(By Romstar, $24.95) (Two Player, Sports)*

Lynx

Blue Lightning

Man the first combat flight of the Blue Lightning, a top secret jet that has been pressed into action – even though it hasn't been tested yet. Your must complete nine crucial missions to help the Allies win the war. Using your 81mm cannon, guided missiles, and battle computer, you'll need all your piloting skills to survive this dogfight. *(By Atari, $34.99) (One Player, Adventure)*

California Games

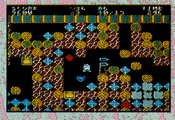
Yo dudes and dudettes! Atari has some tubular action for your Lynx in California Games. Hang ten on some awesome waves, or turn a berm on your BMX bike. For a change of pace, see if you can handle some heavy shreddin' on your skateboard, or for some "laid back" action, there's Hacky-Sack (footbag juggling). Grab some sunscreen and your shades, the games are about to begin! *(By Atari, Comes With System) (Two Player, Sports)*

Chip's Challenge

Chip is a computer nerd with a heavy crush on Melinda the Mental Marvel. He'd do anything to join her computer club, even subject himself to 144 levels of challenging mazes. Is this love, or what? Chip must traverse water traps, avoid cherry bombs, and find colored keys that open the door leading to the next level. Then he's got to do the whole thing again with a different maze. *(By Atari, $34.99) (One Player, Strategy)*

Crystal Mines 2

Take the controls of the CM-205 Mining Robot as you explore over 100 new worlds in this sequel to the NES title, Crystal Mines. Blast your enemies with energy balls or crush them by setting off avalanches, while mining the valuable Starla Crystals. *(By Color Dreams, $44.99) (Two Player, Strategy)*



Electrocop

Washington, D.C., 2069. Megacorp, the world's largest corporation has summoned you, an electro-cop, to their offices. They have a job for you, a big job... a job that can only be handled by someone with a powerful robotic body and an analog computer brain. The notorious Criminal Brain has kidnapped the President's daughter. To save her, all you have to do is penetrate the Criminal Brain's Steel Complex, a huge facility filled with traps, tricks, and evil droids. Oh yes, you also only have an hour to complete this mission. Easy, right? *(By Atari, $34.99) (One Player, Adventure)*

Call 1-900-446-8477. GamePro's Hot Tip Hotline!

It's Brand-New—The Nintendo Tip of the Week!

It's rowdy, it's radical, and you can get it every week on the GamePro Hot Tips Hotline. Each week we'll feature a different tip or tactic for one of your favorite Nintendo games, guaranteed to help you beat your best...and beat your friends. So keep the Hot Tips Hotline number near your phone...because you never know when you'll need a quick Nintendo fix!

Using GamePro's Hot Tips Hotline Is Easy!

Just Dial 1-900-446-8477 to get our Central Headquarters Menu. When directed to do so:

Push "1" to hit the fast track to GamePro's Hot Tips Bulletin Board which features tips and strategies for Nintendo, Genesis,TurboGrafx-16, Sega Master System, and Game Boy games.

Push "2" for a one-way ticket to the Game Developer's Beat, which features more game tips and tactics, info on new game releases, special events, contests, and more!

Push "3" if you want to listen to our radical Nintendo Tip of the Week.

The Hot Tips Bulletin Board

If you choose **Option "1,"** the Hot Tips Bulletin Board, the Hotline will direct you to press certain numbers on your phone to pick the game system you have, and the game title you want to hear tips on. Be sure to have a pencil and paper handy to write down the tips!

The Developer's Beat

If you choose **Option "2,"** the Developer's Beat, you'll be asked to key in the extension number of the developer of your choice. You can find their extension numbers on this same page.

The Nintendo Tip of the Week

If you choose **Option "3,"** it's easy–all you do is listen!

$1.75 for the first minute, 90¢ for each minute thereafter.

Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

GamePro's Hot Tip Hotline Program Guide

The Hot Tips Bulletin Board

For the Nintendo Entertainment System – Adventure Island II!

Hey GamePro's, get island fever with Adventure Island II! This challenging cart is definitely not for beginners with its new and more intricate worlds. So get smart and call the Hot Tips Hotline for all the secret strategies!

For the Sega Genesis – Sword of Vermillion!

This test of swords and sorcery will challenge the most experienced adventurer! Even an expert swordsman will have a tough time with the treacherous monsters in this Genesis title. So before the quest is met, be sure to dial the Hotline for battle tactics from the Pro's!

For the NEC TurboGrafx-16 – Legendary Axe II!

You axed for it, you got it! The legend continues with this long-awaited sequel that has the same magic as the first, but with snazzier graphics, and more power-ups. Chop til' you drop, but don't challenge evil Brother Zach without calling the Hotline!

For the Game Boy – Operation C!

Fans of Contra and Super C get set – Operation C is an all-new adventure for you! Featuring awe-some graphics, large characters, nonstop action, solid tunes, and great gameplay Operation C is loads of fun. Be sure and get the latest tips and tactics on the Hot Tips Hotline!

The Developer's Beat

6639 Acclaim Entertainment
Call now for hot tips, secret hints, and sneak previews of brand new Acclaim and LJN games!

1388 Activision
Call for information on how to get your $10 Savings Certificate–good towards purchase of our Nintendo games!

9320 ASMIK
Call now for secret codes, tips, and previews of brand new ASMIK games!

5684 Bullet-Proof Software
Tips and tactics for **Pipe Dream,™** plus a sneak preview of **Hatris**, the newest brain teaser from the creator of **Tetris.**

5924 CAPCOM USA
Tips & Tricks for our latest hit game, **Little Nemo the Dream Master**!

2246 Data East
Dial Data East for a sneak peek at our dangerous new title **Werewolf**, plus get game tips for some of our most popular Nintendo titles ever!

4623 HAL America
Kabuki-Quantum Fighter...the challenge begins!

1255 Hi Tech Expressions
Tips, news, and reviews on great games like **Orb 3D**, **The Hunt for Red October**, **Muppet Adventure** and **Remote Control**!

9457 Hudson Soft
Enter the Hudson Soft game sweepstakes! Don't delay! You could be the lucky winner!

3111 Jaleco
Do you have a chainsaw without gas? Stuck on **Maniac Mansion**? Call in weekly for helpful hints.

6852 KOEI
Call now for helpful hints on our exciting new game, **Genghis Khan**!

7752 Meldac of America
Sizzling hot tips, fantastic strategies, sneak previews of awesome new games and outrageous FREE GIFTS for **Mercenary Force™** and **Zombie Nation Players**! Call today!

3345 NEC
Call now to hear about all the killer games for the TurboGrafx-16 system!

2779 SETA USA
Awesome tips on new and upcoming games! Free prizes for joining the **Q Billion** club!

7443 TAITO Software
Stay tuned for high-level hints and winning strategies for **Puzznic, Dungeon Magic,** and **Chase HQ** for the Game Boy!

8421 Taxan
Get the hot newsletter, **VIDEO-DICTION**, plus sneak previews into **G.I. Joe,©** and **Magician.**

Gates of Zendocon

You've been sentenced by the evil spider Zendocon to wander its web of interconnected universes. There are 51 universes that you must negotiate with your starship. Transporter gates enable you to move on to the next area. Free the alien slaves you encounter and they'll aid you with unusual weaponry. *(By Atari, $34.99) (One Player, Action)*

Gauntlet: The Third Encounter

This is a sequel to the arcade (and home) hit, but with extra characters, more complex mazes, and new villains. You and up to three friends must fight off spiders, ghosts, giant frogs, walking cacti, scorpions, and land sharks to find the magical Star Gem. Play an Android, an Amazon, a Gunfighter, a Wizard, a Pirate, a Punk Rocker, a Samurai, or a Nerd as you try to fight your way to the last level. *(By Atari, $39.99) (Four Player, Strategy/Action)*

Gauntlet

Klax

Klax

This is a colorful one-player strategy game based on the arcade hit. Rows of colored bricks move on conveyor belts towards the you as you try to grab and stack them. But there's a "catch," though. You have to grab bricks of the same color and stack them horizontally, vertically, or diagonally for bonus points and secret warps. *(By Atari, $39.99) (One Player, Arcade)*

Ms. Pac-Man

The mucho mega-smash arcade game has been faithfully reproduced in miniature form. Maneuver through a maze, gobbling dots as you go. Four ghosts will chase you down. Grab a power pill and the prey becomes the hunter as the ghosts turn into potential Pac-meals. This version of the game includes a built-in level select and maze select. *(By Atari, $34.95) (Two Player, Arcade)*

Paperboy

Here's another arcade conversion...we think we see a trend here! You take the role of the periodical heaving kid whose job it is to deliver papers to every house on his route. Chuck papers through the windows of non-subscribers for bonus points. Avoid dogs, traffic, and other typical paper-delivering hazards while trying to satisfy your current subscribers. *(By Atari, $34.99) (One Player, Arcade)*

Rampage

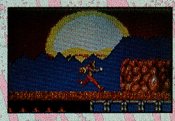
Remember this multi-player arcade smash? Take over the controls of an over-sized monster as he smashes his way from city to city. Punch and kick at the foundations of buildings and watch them crumble. Gain energy by eating pesky soldiers and other humans. A brand new character, Larry the Lab Rat, has been added to this version of the game. *(By Atari, $34.99) (Four Player, Arcade)*

RoadBlasters

Ready for a fast-paced drive-and-shoot? Maneuver your sports car through 50 rounds, blowing away any enemy cars that get in your way. Use weapons such as the photon, electro-shield, and the nitro-injector to advance to the next round. Be sure to pick up fuel as you go or you'll sputter to a halt. *(By Atari, $39.99) (One Player, Action)*

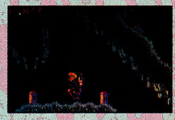
Robo-Squash (formerly 3D Barrage)

Here's a new twist on an old classic. Take the classic Breakout game (You know, where you bat a ball back and forth with a paddle, knocking away bricks from a wall), and add 3-D. It's Breakout with depth! *(By Atari, $34.99) (One Player, Action)*



Rygar

Based on the arcade classic, Rygar is a muscular warrior who must defeat the enemies that populate his home land. Journey through various terrains as you clean up the countryside and strike a blow for mankind. *(By Atari, $39.99) (One Player, Arcade)*



Slime World

This is the first eight player cartridge ever made! Trudge, climb, jump, and crawl through hundreds of slime-dripping underground chambers and fight off dozens of gooey monsters. Choose from six different adventures, some designed with cooperation in mind, others where sliming your friends is your best strategy. *(By Atari, $34.99) (Eight Player, Adventure)*

Xenophobe

Another arcade conversion that looks sharp on the Lynx. It's your job to clean up an alien-infested space station. It's sort of a humorous version of the movie "Alien," with constantly evolving monsters growing, changing, and spawning more beasties. *(By Atari, $34.99) (One Player, Arcade)*

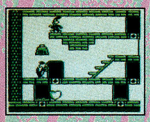
Zarlor Mercenary

This is an original title for the Lynx. Up to four players are involved in an intergalatic shoot-out with nasty aliens. The game is a vertical scrolling, multi-level arcade-style contest where you try to destroy ground bases while avoiding enemy bullets and missiles. Succeed and collect major bucks! *(By Atari, $34.99) (Four Player, Action)*

*Photo courtesy of Nintendo of America.

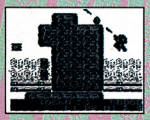
New Carts on the Block

Here are some hot games that may be just making an appearance on your Game Boy scene.



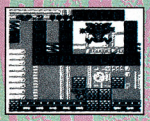
Bugs Bunny's Crazy Castle II

What's up, doc? It looks like it's Bugs for the Game Boy. Everyone's favorite carrot cruncher is back in this sequel. This time Bugs will have to search through 24 huge multi-level rooms to rescue his girlfriend (bunny friend?). The Tasmanian Devil, Wile E. Coyote, Yosemite Sam and other dangerous characters lurk in the corridors, but with the right weapons and some hidden keys you'll be able to help that rascally rabbit escape. *(By Kemco-Seika, $24.95) (One Player, Action)*



Burai Fighter Deluxe

The Burai race have one goal: complete domination of the universe. To accomplish this tremendous task, they have created huge armies of robo-mutants and now it's up to you to stop them. Armed with your proton pack and laser cannon, you must penetrate the five bases of the Burai and destroy the super mutant guards. Ultimately you'll go toe-to-toe with the horrible Slimedragon. *(By Taxan, $24.95) (Game Link, Action)*



Gremlins 2

Gizmo's in hot water again, and all you 'Gremlins' fans know what happens when a mogwai gets wet! If you don't, let's just say his problems quickly multiply, and now he's got four nasty clones to contend with. You take the role of Gizmo and must survive four stages straight from the movie – the CATV studio, the Genetics Lab, the System Control Center, and the Lobby. There's also two bonus stages where you can earn extra points and 1-Ups. Don't let the cute graphics fool you, this cart is a worthy challenge. *(By Sunsoft, $26.95) (One Player, Action)*

Mega Man

Everyone's favorite super-robot is back – this time in an all-new adventure for the Game Boy. In this eight stage cart, the evil Dr. Wily commands robots he's captured from the industrial museum (You'll recognize these guys from the original Mega Man). First nab the rampaging robots from around the town, then head for Dr. Wily's Lab located beneath the museum. You'll also tangle with Wily's latest creation, Hunter, a new super-robot equipped with special weapons that reflect all Mega Man's blasts. Mega fans will recognize the final stage – Dr. Wily's lair. *(By Capcom, $29.95) (One Player, Action)*

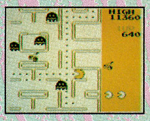
Mouse Trap Hotel

Maxie Mouse has to make his way from the basement to his luxury mousehole condo located in the penthouse. Maxie will have to deal with laundry chutes, army ants, vacuuming maids, blind mice with bad attitudes, and, of course, an assortment of mousetraps. Every room has its own unique pitfalls and challenges. Cheese enables Maxie to transform his tail into useful tools to help him survive. *(By Milton Bradley, $29.95) (1 Player, Action)*

Camera Shy

Pac-Man

Wakka-wakka-wakka...that dot-munching maze master, Pac-Man, has finally made it to the Game Boy. Maneuver Pac through each maze, cleaning up the dots in your path. Clear the level and it's on to the next. But it's not that simple, four ghosts – Blinky, Inky, Pinky, and Clyde are on your tail. If they catch you, you're on your way to Pac-Heaven. But grab one of the power pills located on each level, and Blinky and his pals don't stand a ghost of a chance! *(By Namco Hometek, $27.99) (Game Link, Arcade)*



Power Racer

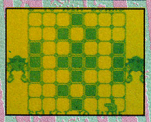
Race your championship car through a constantly changing maze and pick up power points. Avoid your opponents by changing speeds and making last second lane switches. But watch out! Some of your opponents have a "kamikaze" attitude – they'd rather crash into you than let you cross the finish line first. Power Racer has three levels of play, with five rounds in each level. *(By Tecmo, $24.95) (Game Link, Racing)*

Camera Shy

Camera Shy

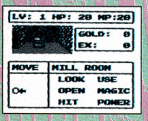
Solomon's Club

The apprentice magician, Dana, is on a quest for knowledge and power in a fantasy land filled with goblins, gargoyles, dragons, and fairies. He must learn the true power of his magic wand if he is going to succeed in finding the hidden treasures and "secret keys" in each room. Solomon's Club is based on the NES classic, Solomon's Key, and has five levels of difficulty and a password feature for continual action. *(By Tecmo, $24.95) (One Player, Action)*



Spot

Those way-cool red dots from the 7-Up commercials have their own Game Boy game! But it isn't some wild adventure game, this is a thinking Spot's cart! Spot is a strategy board game similar to Othello (the game, not the play). Your goal is to occupy more spaces on the game board than your opponent. Place a colored spot at the end of a line anchored by another of your spots and you change all the spots in that row to your color. However, you can only place your spot a space or two away from another of your spots – so your line grows more like a fungus! Five computer skill levels and over 500 preprogrammed playing fields make Spot a hard habit to kick! *(By Arcadia Systems, $24.99) (Game Link, Strategy)*



Sword of Hope

A monstrous dragon has possessed the king and now rules an army of hideous creatures. It's your mission to save the king and restore his kingdom. If you succeed, the invincible Sword of Hope is yours. Search for keys to the wizards' gates that guard the Sword of Hope. If you can free the Sword, you can use its magic to defeat the deadly dragon. This cart is an extensive role-playing game with over 100 graphic screens. *(By Kemco-Seika, $24.95) (One-Player, Roleplaying)*

S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

QBillion (Game Boy)

Passwords!

The first three passwords are WALL, IDEA, and NOON.

Blue Lightning (Lynx)

Fly Topsy-Turvy!

In Level 6 you fly to air strips and land. By doing a barrel roll (Option 2 and left or right) and holding the plane steady upside down while pressing Up (landing) over an airstrip you can land upside down! The cockpit opens from the fuel tank, and you take off backwards!! It doesn't help you any, but it's fun to watch!

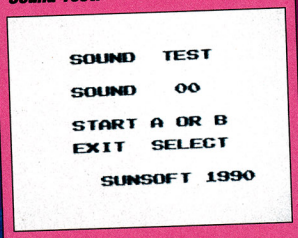
QBillion (Game Boy)

Strategies!

1. The "1" level blocks are valuable! Always hold "1"'s in reserve and don't allow them to get caught against other blocks or on the sides.
2. Watch out for second level blocks forming a square. Never push four second level blocks together in a square.
3. Erase a square of two kinds of symbol blocks lying diagonally as soon as possible.

Batman (Game Boy)

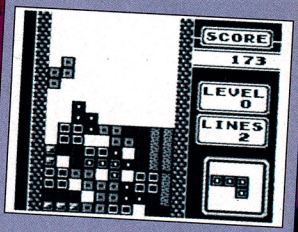
Sound Test!



Here's a way to check out all of the sounds in Batman! While the title screen is onscreen, hold down Upper Right on the control pad. Next, press Start and watch for "Sound Test" to appear at the top of the screen. Select different sounds by pressing Up and Down on the control pad.

Tetris (Game Boy)

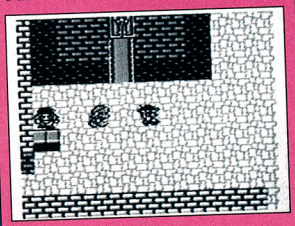
Extra Speedy Heart Levels



There is a way to begin Tetris at high speed. During the Title Screen hold Down on your control pad. Next, press Start, pick your game level, and start to play. A Heart symbol appears next to your level, signifying that your round is extra fast.

The Final Fantasy Legend (Game Boy)

Pack a Mean Power Punch



Buy Power Punch and you'll soon discover that the last punch you deliver is always the strongest. There is a way to get more of these super punches. Just buy two rounds of Punch Power at the same time. Use up the first round and you'll discover that the second round is full of super strong Power Punches.

Super Mario Land (Game Boy)

Change the Music

Put Super Mario Land into your Game Boy and plug in a pair of headphones, pushing them all the way in. When you're in World 1-1 let Mario stand still while you slowly pull the headphones out of the Game Boy until the music changes.

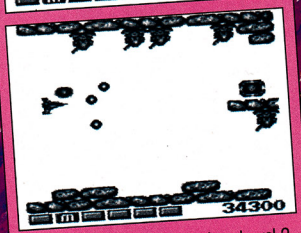
Super Mario Land (Game Boy)

Hidden Elevator

To find the secret elevator proceed to the ledge in World 1-3 with the Gao just to the right of it. Kill the Gao and break the third block twice without moving it. An elevator appears. Climb on top of it and ride it to the top. Find the tube and go down it.

Nemesis (Game Boy)

Find the Level 2 Bonus Round



To reach the Bonus Round on Level 2 do the following: When you get close to the end of the stage and pass the squarish robot, you'll find two "coda's," one on the top and one on the bottom of the screen. Destroy the one on the top and go through the space where it was. You're in the Bonus Round!

Electrocop (Lynx)

Door Codes for all 12 Levels

Here are the door codes to all 12 levels of Electrocop! EL2 stands for Exit to Level 2. W stands for weapons, and O stands for nothing.

Lev. 1 .....Code
#1 .....2473 EL2
#2 .....9874 EL2
#3 .....8743 W

Lev. 2 .....Code
#1 3287
#2 5409

Lev. 3 .....Code
#1 .....9284 EL4
#2 .....7210 EL4
#3 .....3936 W
#4 .....7395 W
#5 8294

Lev. 4 .....Code
#1 .....0394 W

Lev. 5 .....Code
#1 8658
#2 5462
#3 9973
#4 7642
#5 0912
#6 0974
#7 7865
#8 4285

Lev. 6 .....Code
#2 .....8765 EL12

Lev. 7 .....Code
#1 .....6021 EL4
#2 .....5824 EL9

Lev. 8 .....Code
#1 .....7698 EL6

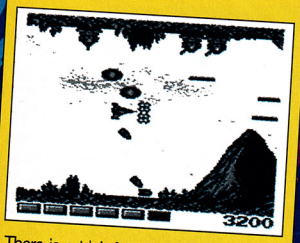
Lev. 9 .....Code
#1 .....0170 W
#2 .....1092 O
#3 .....7102 W
#4 .....4726 O
#5 .....1375 EL11
#6 .....2857 W
#7 .....6998 W
#8 .....1798 W
#9 .....4391 EL1

Lev. 11 .....Code
#1 .....0293 EL12

Lev. 12 .....Code
#1 .....2987 W
#2 .....6443 W

Nemesis (Game Boy)

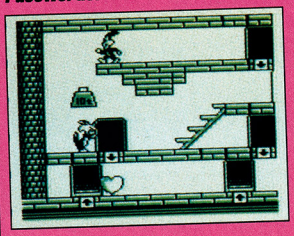
Special Options



There is a trick for Nemesis that arms you with the missiles, Laser, two options, and the force field. You can initiate this trick on any round by pressing Start to pause the game, then hitting Up, Up, Down, Down, Left, Right, Left, Right, B, and A. This trick is great if you need some good weapons fast, but it only works once per game!

Bugs Bunny's Crazy Castle (Game Boy)

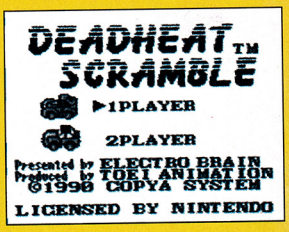
Passwords!



Stage 10 - wzfs
Stage 20 - ztpz
Stage 30 - wycz
Stage 40 - tx9w
Stage 50 - 2twx
Stage 60 - ytkx
Stage 70 - she2
Stage 80 - xho2

Deadheat Scramble (Game Boy)

Stage Select!



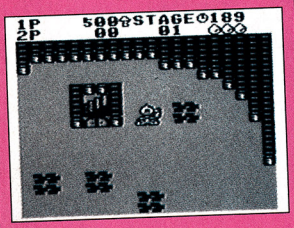
Here's a code that enables you to select your level. Wait for the title screen to appear and then press Button B eight times, Button A eight times, and Button B as many times as the number of levels you want to skip. For example, if you want to begin on Level Four, press Button B three times.

S.W.A.T.

TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Boomer's Adventure (Game Boy)



Passwords!

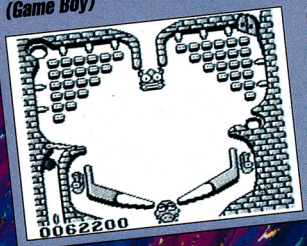
Stage 8 - AXOLOTL
Stage 9 - BLUTEN
Stage 16 - CHIMERA
Stage 17 - DEWLAP
Stage 24 - ELYTRON
Stage 25 - GILA
Stage 31 - HYDRA
Stage 33 - IBEX
Stage 33 - JEDOCH
Stage 24 - KURZER
Stage 23 - MINORCA
Stage 16 - PANGOLIN
Stage 15 - REMORA
Stage 8 - SCARAB
Stage 1 - ZAHNBELA

Daedalian Opus (Game Boy)

Passwords

To choose any level enter the password "ZEAL." This takes you to a menu screen that enables you to select various levels. The password for the final level is: FINE.

Revenge of the Gator (Game Boy)



Getting into the Secret Round Is No Problem

When you get the door that leads to the upper screen to disappear and you shoot your pinball and it's almost going to make it, but not quite, try the following: Press Pause and the flap closes, making sure your ball is safely inside.

Shanghai (Game Boy)

Special Codes for Special Modes

Try these four codes to play different special modes in Shanghai. To enter the codes hit Select to go to the Subscreen and then select a new game. Now, enter one of the following codes:

REV – A game where you begin with all of the titles facing down.

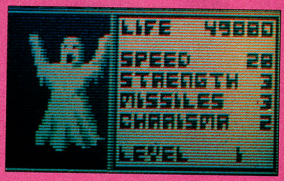
ZAP – Gives you a nifty electronic zapping sound when you can't move a tile.

STF – Check out the game's credits.

MAN – This changes the game so that all of the tiles in the Chinese character mode include the character for the number 10,000. It's easier to make matches and win in this mode!

Gauntlet 3 (Lynx)

Level Select!



To pick your level just do the following: Select a character and begin the game, but don't move your player. Next, press Option 1 and you'll jump to Level 5. Repeat this procedure and you'll jump to Levels 10, 15, and 20.

Gargoyle's Quest (Game Boy)

Password!

Here is the password for the final town with maximum gold, lives, and weapons:

NPAN - RRXY

Chip's Challenge (Lynx)

Passwords

Here's a bunch of Chip's Challenge Passwords:

25. PQGV
26. YVYJ
27. IGGZ
28. UJDD
29. QGOL
30. BQZP
31. RYMS
32. PEFS
33. BQSN
34. NQFI
35. VDTM
36. NXIS
37. VQNK
38. BIFA
39. ICXY
40. YWFH
41. GKWZ
42. LMFU
43. UJDP
44. TXHL
45. OVPZ
46. HDQJ
47. LXPP
48. JYSF
49. P PXI
50. QBDH
51. IGGJ
52. PPHT
53. CGNX
54. ZMGC
55. SJES
56. FXJE
57. UBXU
58. YBLT
59. BLDM
60. ZYVI
61. RMOW
62. TIGW
63. GOHX
64. IJPQ
65. UPUN
66. ZIKZ
67. GGJA
68. RTDI
69. NLLY
70. GCCG
71. LAJM
72. EKFT
73. QCCR
74. MKNH
75. MJDV
76. NMRH
77. FHIC
78. GRMO
79. JINU
80. EVUG
81. SCWF
82. LLIO
83. OVPJ
84. UVEO
85. LEBX
86. FLHH
87. YJYS
88. WZYV
89. VCZO
90. OLLM
91. JPQG
92. DTMI
93. REKF
94. EWCS
95. BIFQ
96. WVHY
97. IOCS
98. TKWD
99. XUVU
100. QJXR

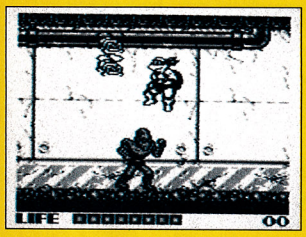
Chip's Challenge (Lynx)

Try these codes to reach hidden levels:

JHEN – Level 146
COZA – Level 147
RGSK – Level 148
DIGW – Level 149
MAND – Enables you to go to the Zoom and Scaling tests.

Teenage Mutant Ninja Turtles (Game Boy)

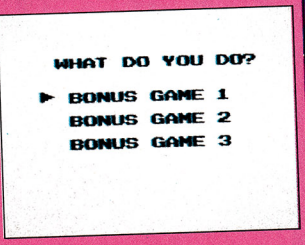
Power Up Your Turtles!



You can regain all of your energy by doing the following trick any time during the game: press Pause and then press Up, Up, Down, Down, Left, Right, Left, Right, B, and A. You can only use this trick once per game.

Teenage Mutant Ninja Turtles (Game Boy)

Bonus Game Level Select!



Here's how you can select bonus levels. When the game displays "Push Start" press the Start button and you'll see the normal stage select appear. Next press Buttons A and B simultaneously and a "?" appears on the menu. Select the "?" and hit Start again. You'll now have a choice of three bonus games to play. Just select the one you want to try out and press Start.

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TIPS·TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

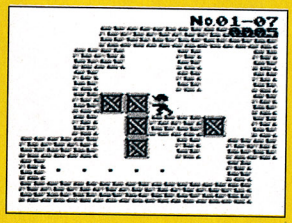
Castlevania: The Adventure (Game Boy)

An Easy 1-Up!

Don't touch the first torch you see at the very beginning of the game! If you leave this one alone and then collect all of the torches after that - one of the torches will be a 1-Up instead of just another coin!

Boxxle (Game Boy)

Passwords



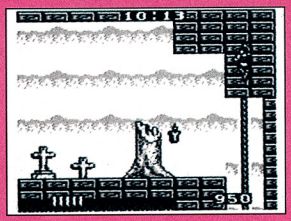
Here are the passwords to each area of the game:

1. BDBD
2. DBBD
3. GBBG
4. HBBH
5. JBBJ
6. KBBK
7. LBBL
8. MBBM
9. NBBN
10. PBBP
11. QBBQ

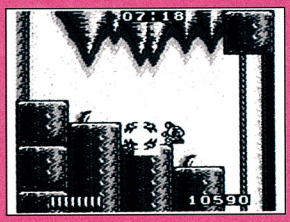
Castlevania: The Adventure (Game Boy)

Secret Rooms!

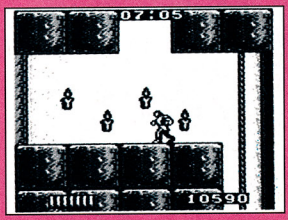
There are many hidden rooms in Castlevania. Here's how to find them:



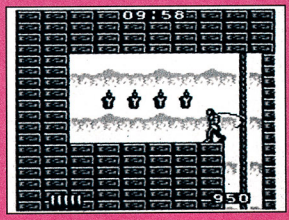
Round One: Go to the fifth rope. Once you're on it, climb up, right through the bricks. After you climb out of the screen you'll find yourself in a bonus room containing four helpful items.



Round Two: To reach the secret room in Round Two go down the rope and just past the bridge with the rolling eyes. You'll come to an area with three falling blocks and two ropes. Get the candle to the far left by going as far as you can off of the ledge. This candle is a 1-Up! If you go down the right rope you can grab two candles that make you invincible. Now, go down the left rope to the stair-steps on the next screen. Go to the very edge of the third step and crouch down. Wait for an eye, let it hit the step, whip it, and the explosion blows open a shaft. Go down the invisible rope and you'll find a secret room full of power-ups.



Round Three: To find the secret room in Round Three go to the rope that appears just after you've out-run the spikes. Climb the rope until you reach a spot where the pattern of bricks changes and then jump to the right into a secret passage. Walk through the passage and you'll enter a secret room with power-ups.



Round Four: In Round Four head to the room with the boomerang monster and ropes on the left and right hand sides. Climb up the rope on the right side, but not all the way up. Jump off to the left below the wall. It will seem as if you're jumping into thin air. Move to the left until you come to the section where there are no bordering blocks and jump up. You'll climb a rope into a secret room with power-ups.

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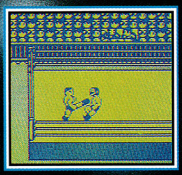

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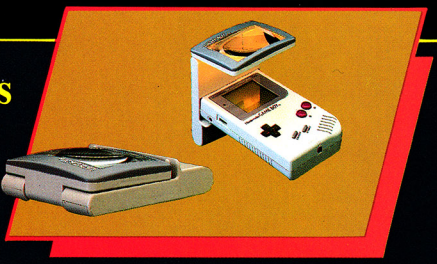

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